



IRVING CHERNEV

CHESSBOARD MAGIC!

160 Brilliant Chess Endings

This book contains 160 remarkable endgame compositions, all of which illustrate in some way the great aesthetic pleasure chess offers its devotees. Too often the collector of chess endings will allow only two considerations to affect his choice: the ingenuity displayed in the composition and the knowledge needed to solve it. But Mr. Chernev has added a third criterion: inherent beauty of solution. Thus his endgames illustrate symmetry, pleasing patterns of movements, unusual configurations and other examples of the visual appeal of chess. For example, in one situation, five Knights are needed to force mate; in another, White brings about a smothered mate in the center of the board; another shows White saving his skin by building up a column of quadrupled pawns; and a fourth problem shows White forcing stalemate although Black finishes up eight passed pawns ahead!

These unusual situations will sharpen your imagination and increase your skill—but they are valuable most of all for the sheer delight they bestow. Although all the endings in this work are composed, many of them have the “natural” appearance of positions that might have occurred in over-the-board play. Mr. Chernev’s endings can be worked through again and again with undiminished pleasure, owing to their tantalizing qualities. Many of these compositions have won first prize in Russian chess magazines and are unavailable in this country. Among their composers are several of the foremost modern Russian chess authorities.

“They’re marvelous—sheer magic on a chessboard,”—Dr. Emanuel Lasker, World Champion for 27 years. “An inexhaustible source of entertainment, an endless feast of delight,”—Reuben Fine, Grandmaster.

Unabridged republication of original edition. Introduction by Reuben Fine. 160 diagrams. Index of composers. xii + 162pp. 5¾ x 8. 20607-6 Paperbound

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CHESSBOARD MAGIC!

160 Brilliant Chess Endings

IRVING CHERNEV

Chessboard Magic!

A Collection of 160
Brilliant Chess Endings

Compiled and Annotated
By
IRVING CHERNEV

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Introduction

For years now whenever I've run into Irving Chernev, the first thing he's done has been to pull out his little notebook and set up one intriguing position after another. "Have you seen this?" he asks—and this, and this. He does not want to tease you to find out whether you can solve it or not; he is merely anxious to do you a favor. He is never at a loss for new ideas, new compositions—but the poor fellow he tortures and beguiles is often at a loss for the right solution.

Not that Chernev much cares whether you can solve his latest or not. For him its inherent beauty is more important than your ability to unravel it. Nor is there any ulterior motive behind his search for these gems. Little does it matter to him whether there is a fancifully complex theme or a weird new type of variation involved; what counts is sheer, unadulterated beauty and enjoyment. And it is this which makes his choice so delightful to all.

There are some who deprecate the problemist's art; it does not improve one's game, they tell you. At times devotees—rather lamely—try to defend the problem by maintaining that it sharpens the imagination or whets the appetite for combinations—and convince nobody, least of all themselves. The problem is a separate province, in some ways as difficult and as complex as the regular

game. It needs no justification—*qui s'excuse s'accuse*. It stands or falls by the pleasure you derive from it—and I need hardly add my small voice to the booming testimony that it can be great.

But, one might inquire, is there no common ground where the problemist and the player can meet on equal terms? Is there nothing which is equally enticing to both? The answer is yes. It is the field of the composed endgame, and it is this which Irving Chernev has taken for his special province.

There is one striking feature which differentiates the ending from the ordinary problem. The task is no longer one of mate in two or three or four, which is essentially foreign and unreal in normal play. No; here it is as though one were in a game: we are told to win, lose or draw. It is no accident that the composer of endings is, by and large, a much better player than the problem composer; nor is it due to chance that a great master like Reti devoted so much of his time to conjuring up enchanting endgames. The chess expert takes naturally to this branch of composition. I have met many who care little for the ordinary problem; I have never known any who were not overjoyed and bewitched by endings.

It is not merely that these studies are of practical value. That is a minor point, even though anyone who writes a book on practical endings can quote copiously from Sutherland and Lommer or Tattersall or some other collection. The significant psychological feature is that the kind of beauty which is illustrated in composed endings is an ideal which is at times attainable in ordinary play.

All the same, we do not play chess to improve at it, though everybody would like to get better. We come to the greatest game in the world and stick to it because

we get a great kick out of it. And anybody who takes a peek at any of the magnificent specimens in Irving Chernev's collection here will stick to them because of the pleasure they bestow.

Chernev has been gathering these endings for many years. The process of selection which has resulted in this book has been tempered by the judgments of others, for he has plagued and amused hundreds of friends, from master to tyro, with his finds. There is material to suit every taste. He who likes heavy artillery will derive the keenest pleasure from the complicated variations of Korolikov's brain-child in No. 18; he who likes graceful fencing will thrill when he sees Herbstmann's lyrical No. 13; he who prefers the contrast of darkness and light will marvel at the persistence in Seletsky's No. 7.

But for all there will be amusement and instruction galore. Endings are an inexhaustible source of entertainment, an endless feast of delight. We can be thankful to Chernev for giving us a small store of jewels which will never tarnish or fade.

REUBEN FINE

Washington, D. C.

February 27, 1943

Preface

Some years ago, I came across some composed endings in a Russian work on Chess. Laboriously, I worked out the names of the composers. They were all strange to me. Instead of the well known Rinck, Berger, Amelung, Horwitz and Kling, I found myself confronted with such jaw-breakers as Korolikov, Libiurkin, Kasparyan, and Somov-Nasimovitsch. I played through one of Libiurkin's which you will find in this collection, numbered 117. To say that I was thrilled, is putting it mildly. I played the solution through twice more, before going on to another position. Of course, I didn't expect to see another such masterpiece. I looked at one by Seletsky, number 7 in this book, and if I was thrilled before, I was enchanted now by the unexpectedly beautiful mating position forced by White. I played through two more endings, one by Kasparyan, number 5, and one by Korolikov, number 18, in this volume. They were even more delightful, if possible, than the first two!

Beautiful ideas can be enjoyed doubly, if shared, so I decided to show off these endings to someone who would appreciate them, and I picked no less a connoisseur than Dr. Emanuel Lasker, World's Chess Champion for 27 years. I set up these endings, and watched his face light up with his famous smile, as he solved them. He looked up, and said, "Let's see some more." I showed him the

graceful number 1 of Petrov's, and the remarkable number 132 by Simkovitsch. He solved both, and exclaimed, "They're marvelous—sheer magic on a chessboard!"

I showed many more of these brilliant compositions to Lasker, who found keen delight in unravelling their mysteries. Then I tried them out on Fine, Reshevsky and Kashdan, all of them amazingly quick in solving endings and problems. Their enjoyment gave me even more incentive to look for endings that would thrill and perhaps astonish chess players.

And that is what this collection is meant to be; a compilation of the most beautiful and most brilliant of endgame compositions, remarkable enough, I hope, to justify the title—CHESSBOARD MAGIC!

The positions are not arranged by themes, or composers, or alphabetically. The arrangement is haphazard—and purposely so, for your enjoyment. Each ending is meant to give you a fresh surprise.

Of course, if you derive particular pleasure from certain composers, the index in back of the book will show you where to find their compositions.

You may want to solve the endings—it's easy enough to cover up the solutions, which are right underneath each ending—but it's just as much fun to play through the solutions, as the ideas will prove startling enough.

Difficult positions with countless variations have not been included, as this book is meant for pure enjoyment, and not drudgery. What does count is rich originality and variety, so look up number 8 where five Knights are needed to force mate, or number 116, where White saves his skin by building up a column of quadrupled Pawns, or number 135, which is perhaps the most remarkable "miniature" ever composed, or the charming number 2, which is captivating in its classic simplicity; or better

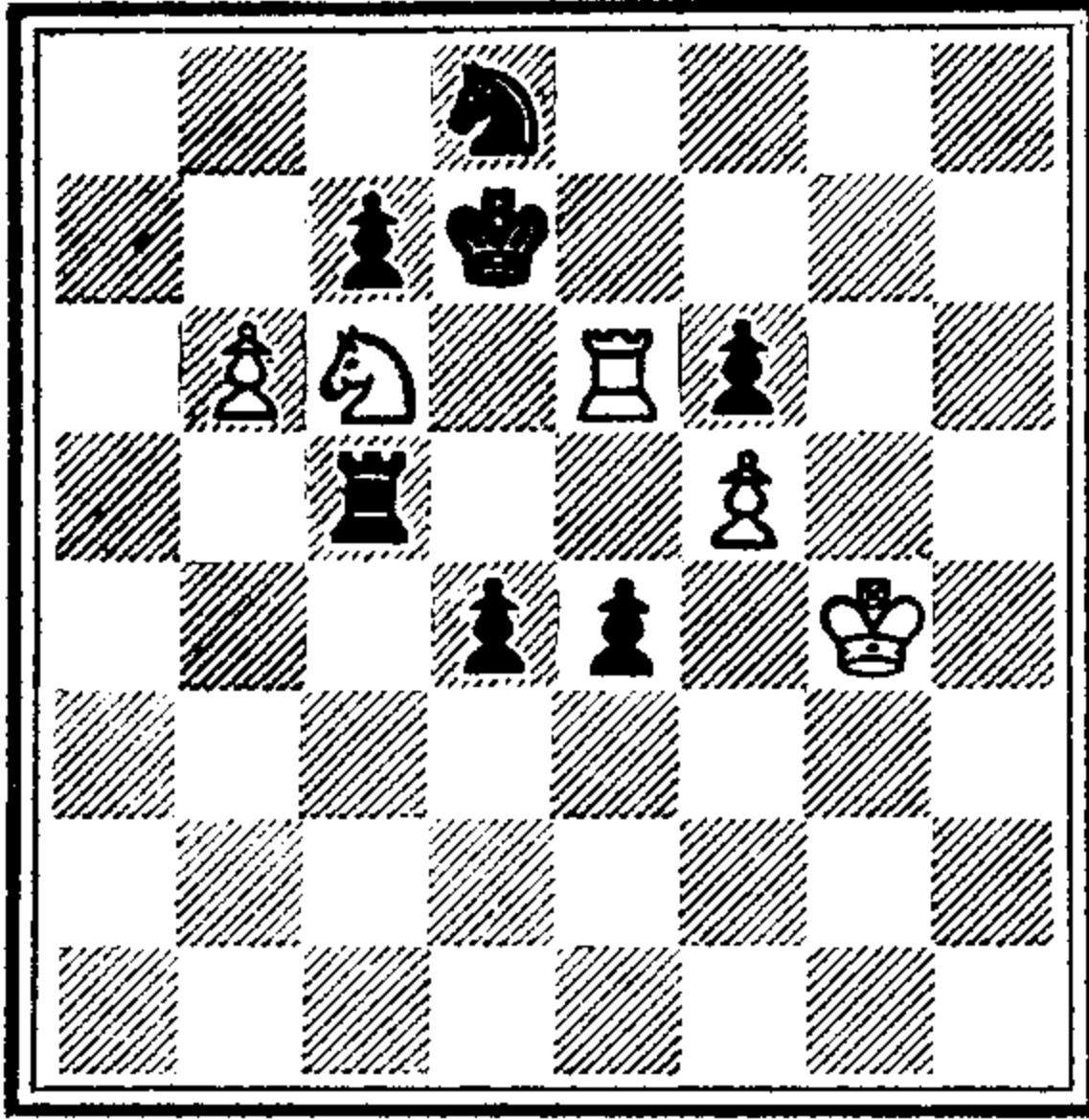
yet, start at number 1, and go straight through the book! Not only has it a happy ending; it has 160 of them!

I would like to thank Dr. A. Buschke for the use of material which was helpful in preparing this volume.

IRVING CHERNEV

New York
September 1st, 1943

Chessboard Magic!



D. F. PETROV
WHITE TO PLAY AND WIN

Moscow Tourney 1936

Dainty and graceful pirouetting by the Knight! The finish is unique—a smothered mate in the center of the board!!

1 R—K7ch

Black cannot reply 1 . . . K—B1 as 2 R x P mates on the move. If he tries 1 . . . K x Kt, White plays 2 P x P, and threatens to Queen, either by advancing or capturing the Knight.

1 K—Q3!
2 P x P

Threatening to Queen.

2 Kt x Kt

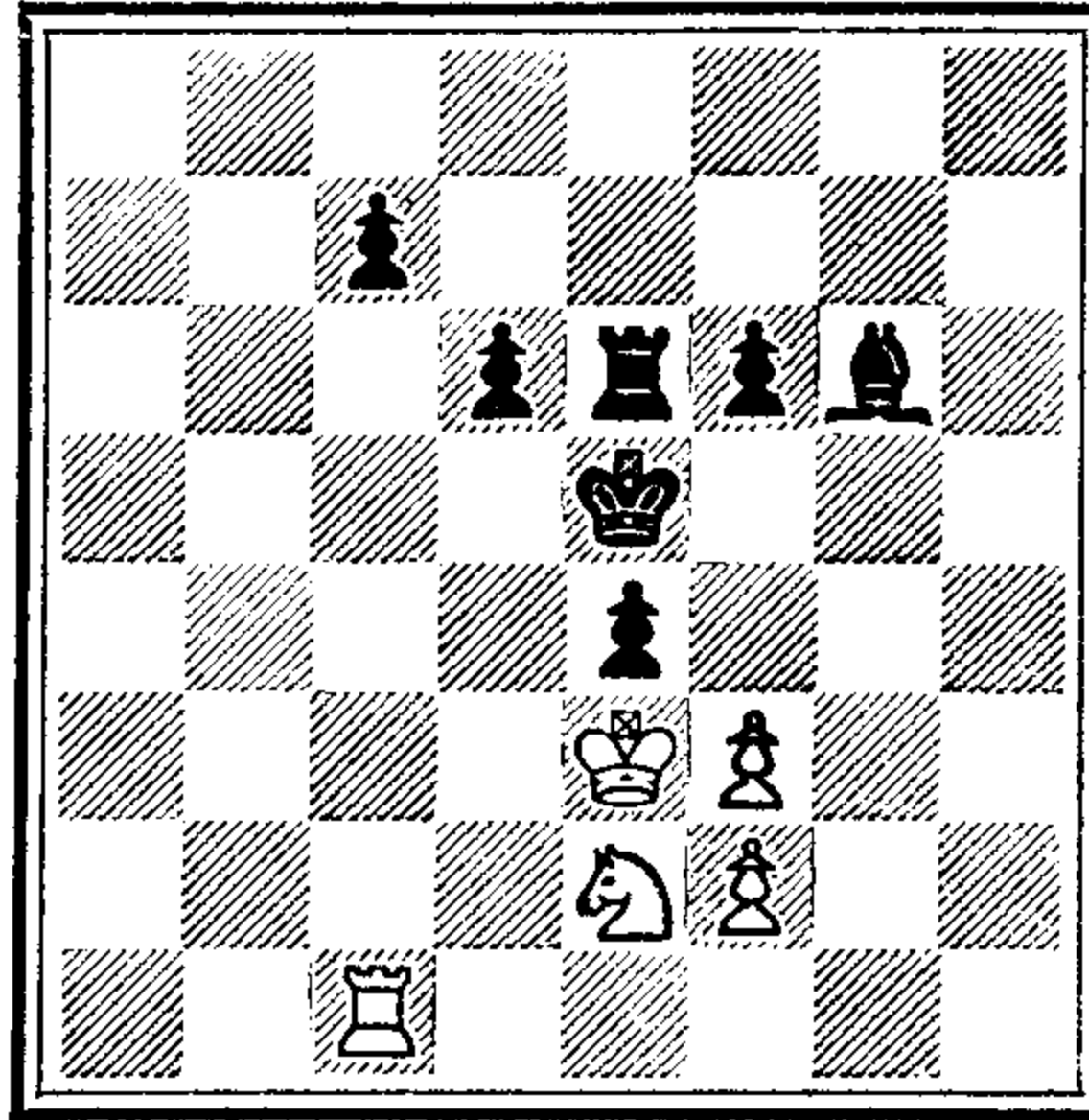
Clever play! If White moves 3 P—B8(Q), Black plays 3 . . . Kt—K4ch, followed by 4 . . . R x Q.

White doesn't have to promote to a Queen, though!

3 P—B8(Kt) ch! K—Q4
4 Kt—Kt6ch K—Q3
5 R—Q7ch K—K4
6 R—Q5ch! R x R
7 Kt—B4!

Mate

A. S. KAKOVIN
WHITE TO PLAY AND WIN



Moscow Tourney 1936

A delightful composition! The mating idea is as beautiful as it is unexpected!

1 P—B4ch

Black's King has only two squares to go to. If he moves to B4, then White plays 2 Kt—Q4ch winning the Rook.

1 K—Q4
2 P—B5!

A pretty sacrifice which Black must accept.

2 B x P
3 Kt—B4ch K—K4
4 R—Q1

Threatening to mate by 5 R—Q5. Black has only one move to stop mate.

4 P—B3
5 R—Q5ch!

Giving up the Rook!

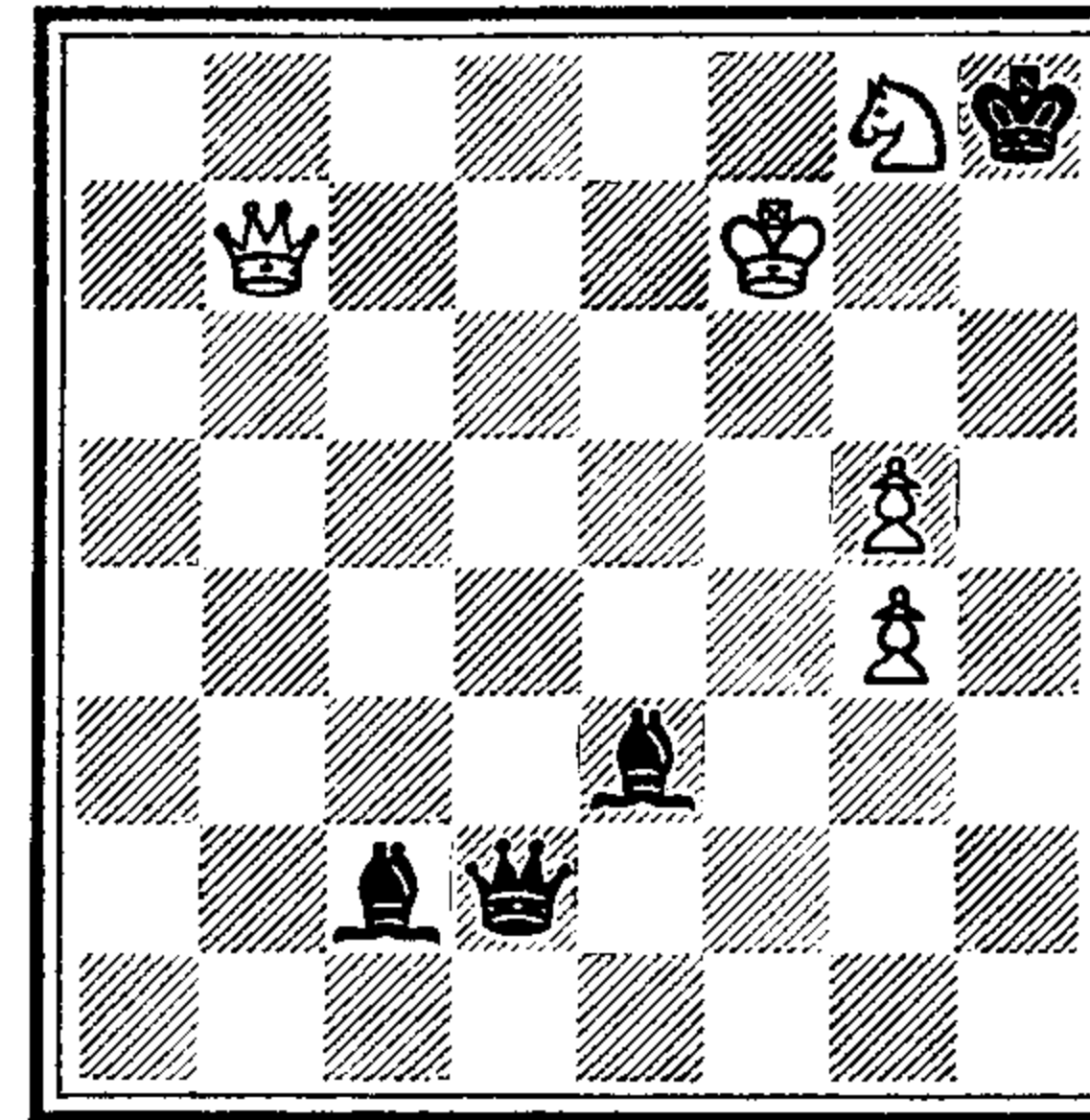
5 P x R
6 Kt—Q3ch!!

And the Knight!

6 P x Kt
7 P—B4!

Mate

F. RICHTER
WHITE TO PLAY AND WIN



"64" 1929

Brilliant play by White brings about an exquisite conclusion!

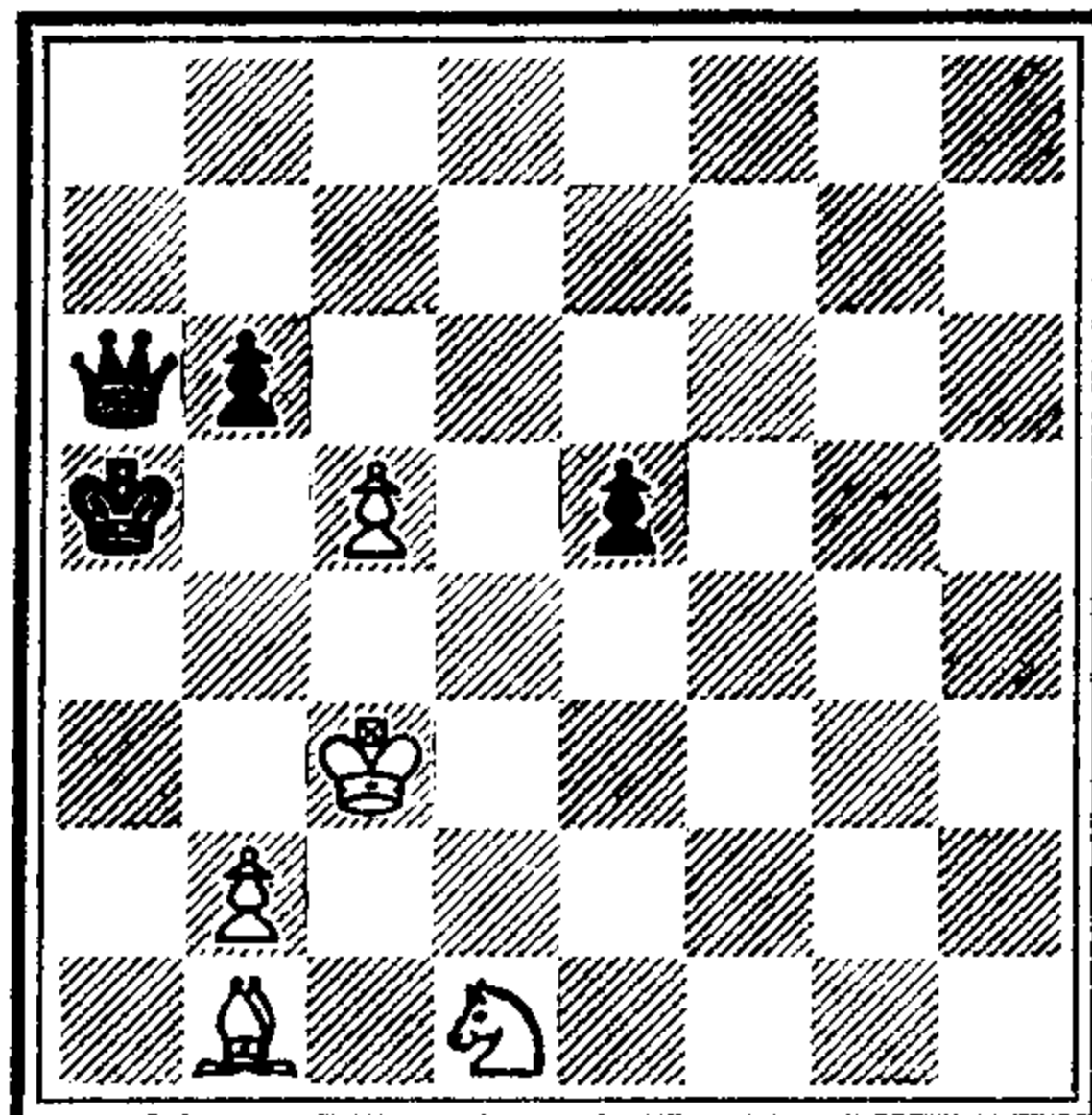
The kind of ending you rush to show your friends!

1 Q—R1ch B—R2
2 Q x Bch!! K x Q
3 P—Kt6ch K—R1
4 P—Kt7ch K—R2
5 Kt—B6ch K—R3
6 P—Kt5ch!

If 6 K x P, Kt—K4ch, K moves, 8 Kt x Q, B x Kt, 9 P—Kt8(Q) wins.

6 B x P
7 P—Kt8(Kt!)
Mate.

A. S. GUREWITZ
WHITE TO PLAY AND WIN



"64" 1930

The winning idea obviously must be to capture Black's Queen—

Maybe it is — but you may be surprised!

1 P—Kt4ch K—R5

If 1 . . . K—Kt4, 2 B—Q3ch wins the Queen.

2 Kt—Kt2ch K—R6

3 Kt—B4ch K—R5

4 B—B2ch K—Kt4

5 Kt—Q6ch K—B3

6 P—Kt5ch! Q x P

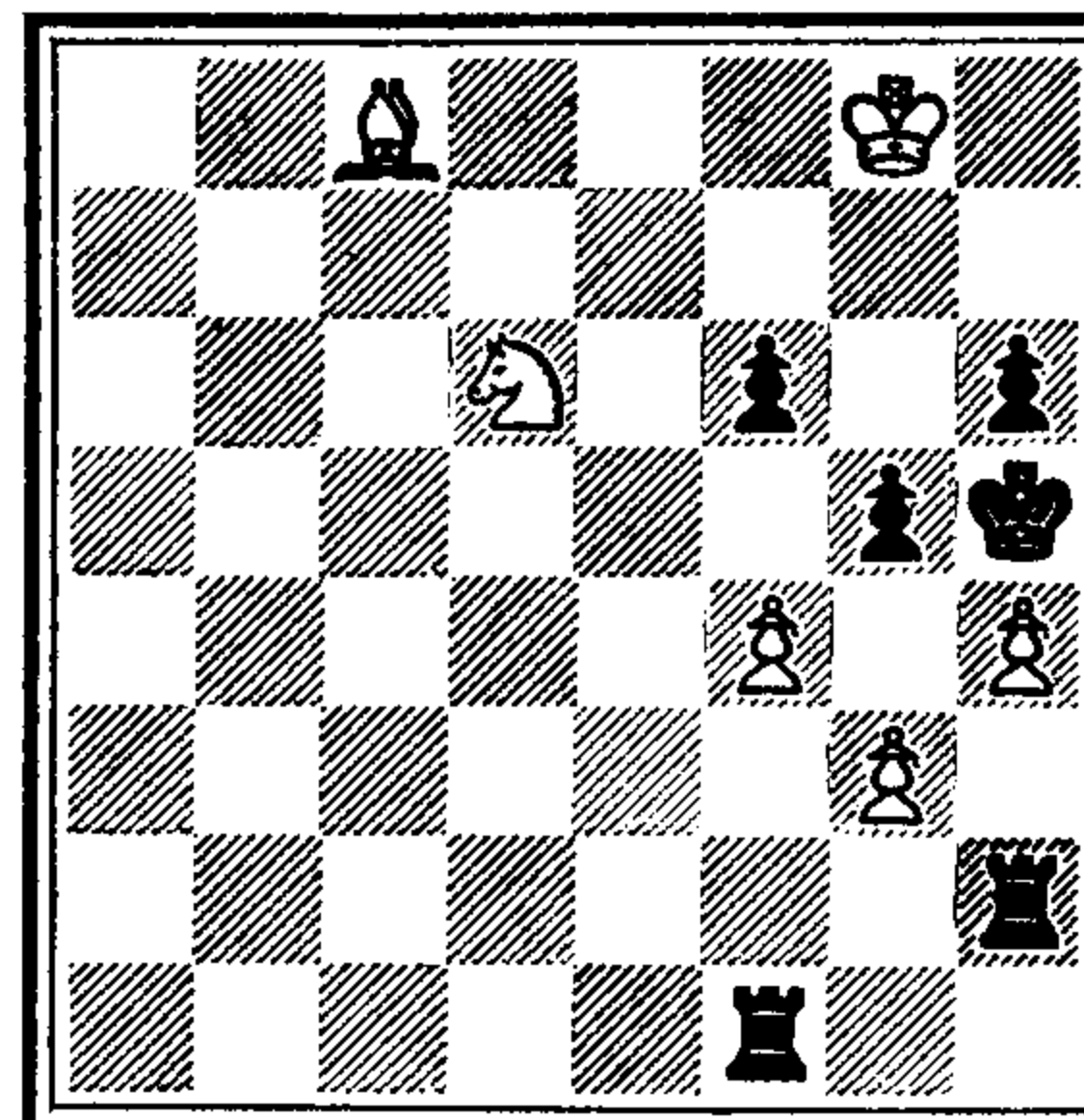
Now, if 7 Kt x Q, K x Kt followed by 8 . . . K x P and Black would draw.

7 B—K4ch! K x P

8 Kt—Kt7

Mate!

G. M. KASPARYAN
WHITE TO PLAY AND WIN



Fourth Prize—
"Chess in U.S.S.R." 1935

A sparkling gem of rare exquisite beauty!
Highly original is the manner in which Black is tied up!

1 Kt—K8 K—Kt3!

The threat was 2 Kt—Kt7ch, K—Kt3, 3 B—B5 mate. If 1 . . . P—B4, 2 B x P followed by 3 Kt—Kt7 mate.

2 P—R5ch! R x P

Forced, as K x P would let White mate by 3 Kt—Kt7ch and 4 B—B5 mate.

3 P—B5ch R x P

4 P—Kt4

Intending 5 B x R mate.

4 R—B4

5 B—B5ch! R x B

6 Kt—Kt7!!

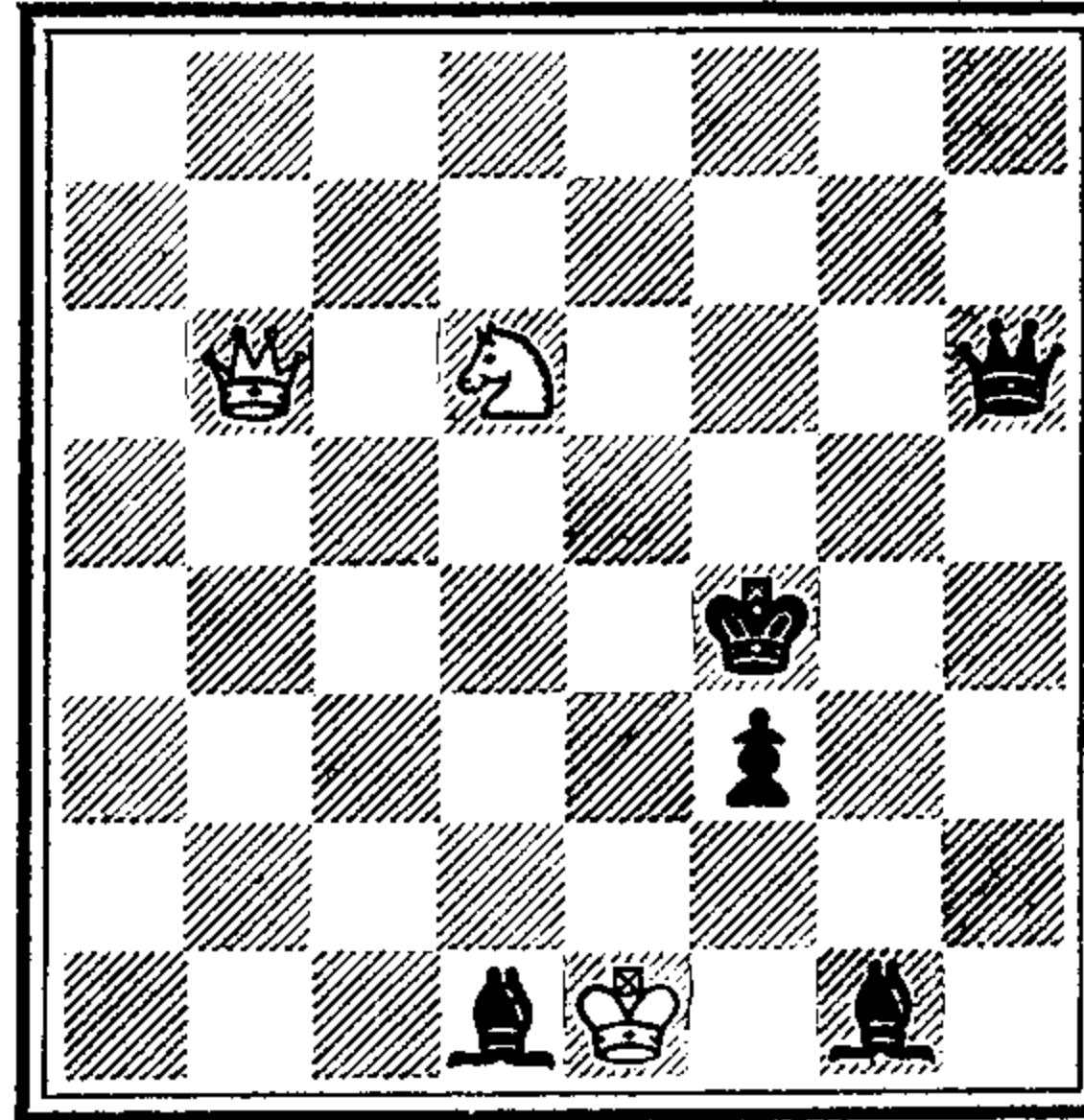
A "quiet" but powerful move!

6 Either Rook moves

7 P x R

Mate!

A. O. HERBSTMANN
WHITE TO PLAY AND WIN



Second Prize—
"Magyar Sakkvilag" 1934

For sheer beauty it would be hard to match this gem!
Without giving away the plot, it may be mentioned that the two Queens disappear from the board, and it remains the duty of the Knight to perform the "coup-de-grace"!

1 Q—Kt4ch K—Kt6!

The best chance, as 1 . . . K—K6 allows 2 Q—Q2 mate, and 1 . . . K—K4 or 1 . . . K—Kt4 permit 2 Kt—B7ch, and the Black Queen is lost without any compensation.

2 Kt—B5ch K—Kt7!

Now, if White is hasty, and plays 3 Kt x Q, P—B7ch, follows, and Black gets a new Queen.

3 Q—Kt4ch K—R8!

If 3 . . . K—R7, 4 Q—Kt3ch, K—R8, 5 Kt x Q and White wins.

4 Kt x Q P—B7ch!

Seems to give Black a chance, as B x Q is threatened as well as, if 5 K x B, P—B8 (Q) ch.

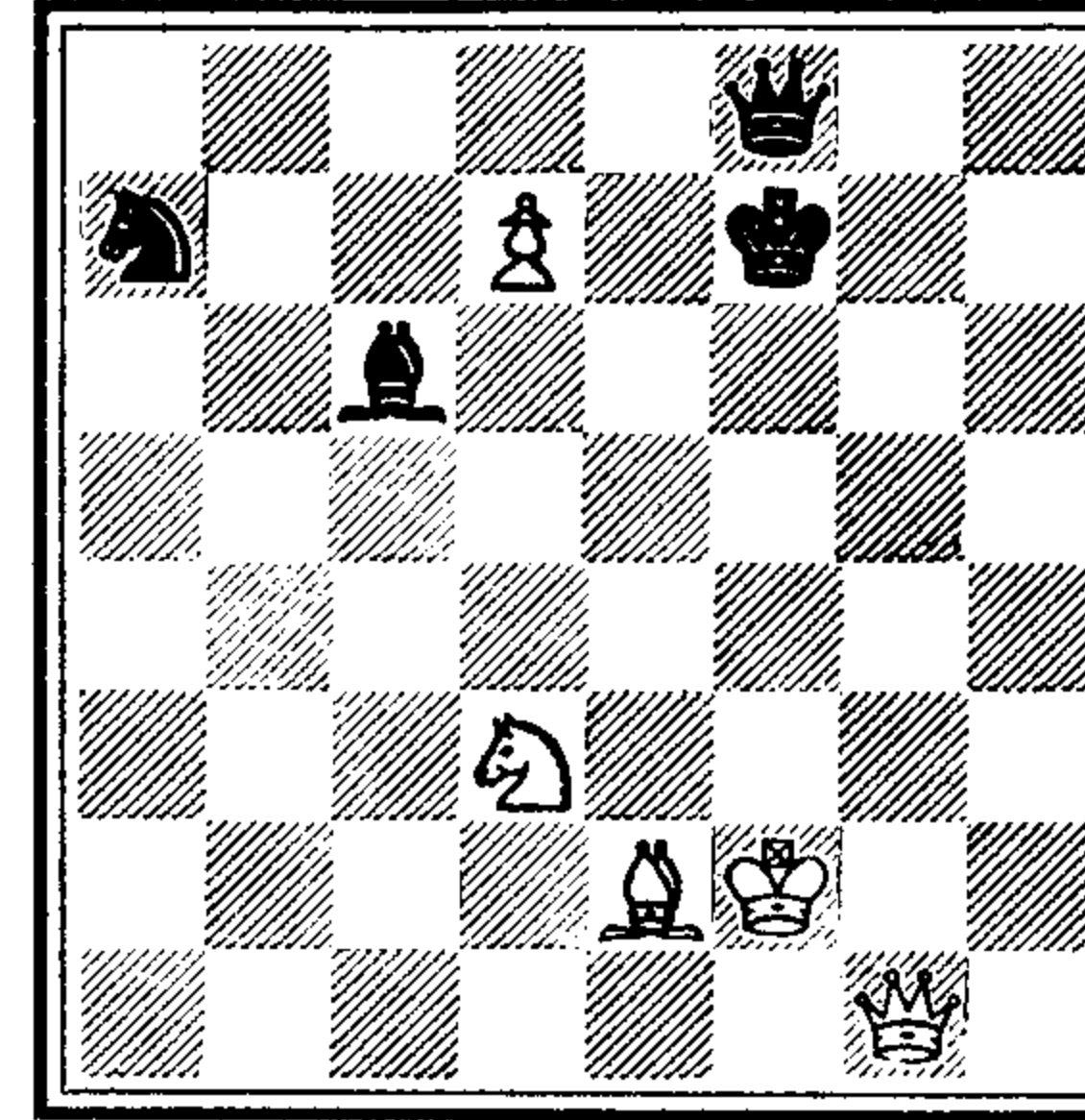
5 K—B1! B x Q

6 Kt x B B—R7

7 Kt x P

Mate!

A. S. SELETSKY
WHITE TO PLAY AND WIN



First Prize—
"Chess in U.S.S.R." 1933

An astonishing illustration of smothered mate!

How the great Philidor would have enjoyed this beautiful treatment of what players call "Philidor's Legacy"!

1 Q—Kt5! K—K3ch!

If 1 . . . B x P, Kt—B4 followed by 2 B—R5ch wins. Or, if 1 . . . Q—K2, P—Q8 (Q).

2 K—Kt1! K x P

Of course not 2 . . . B x P, 3 B—Kt4ch, K—B2, 4 Kt—K5ch, K—K1, 5 B x B mate.

3 Kt—B5ch K—B1

If 3 . . . K—Q3, 4 Q—Kt3ch, K—Q4, 5 B—B4ch! K x B, 6 Q—Kt3ch and wins the Queen.

4 B—R6ch K—Kt1

5 Q—Kt3ch K—R1

6 B—Kt7ch! B x B

7 Kt—Q7! Q—Q1

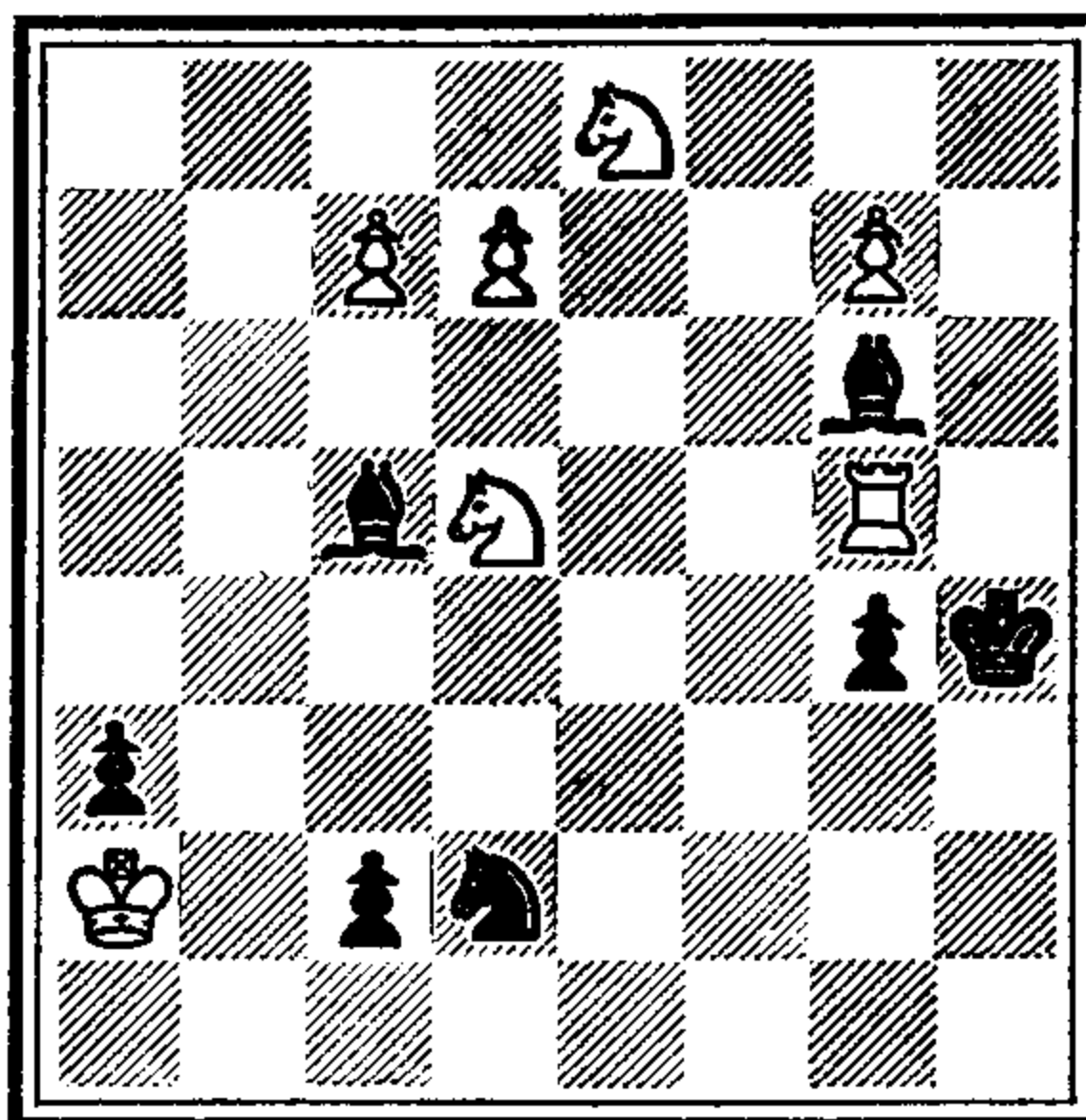
To guard the threatened mate by 8 Kt—Kt6, or 8 Q—Kt8.

8 Q—Kt8ch!! Q x Q

9 Kt—Kt6

Mate.

V. A. KOROLIKOV
WHITE TO PLAY AND WIN



I-II Prize "64" 1937

A miracle of ingenuity!

The Soviet wizard of endings shows a remarkable specimen of under-promotion, wherein White effects checkmate with the use of five Knights simultaneously!!

Black threatens 1 . . . P—B8 (Kt) ch, 2 K—R1, Kt(Q7)—Kt6 mate!

1 R—R5ch K x R

If 1 . . . B x R, 2 P—Q8 (Q) ch. Or, if 1 . . . K—Kt6, 2 R—R1.

2 Kt—B4ch K—R3

Again, if 2 . . . K—R5 or Kt4, 3 P—Q8 (Q) ch.

3 P—Kt8 (Kt) ch K—R2

4 Kt (Kt8)—B6ch K—R3

Not 4 . . . K—R1, 5 Kt x B mate.

5 Kt x Pch K—R2

6 Kt (K8)—B6ch K—Kt2

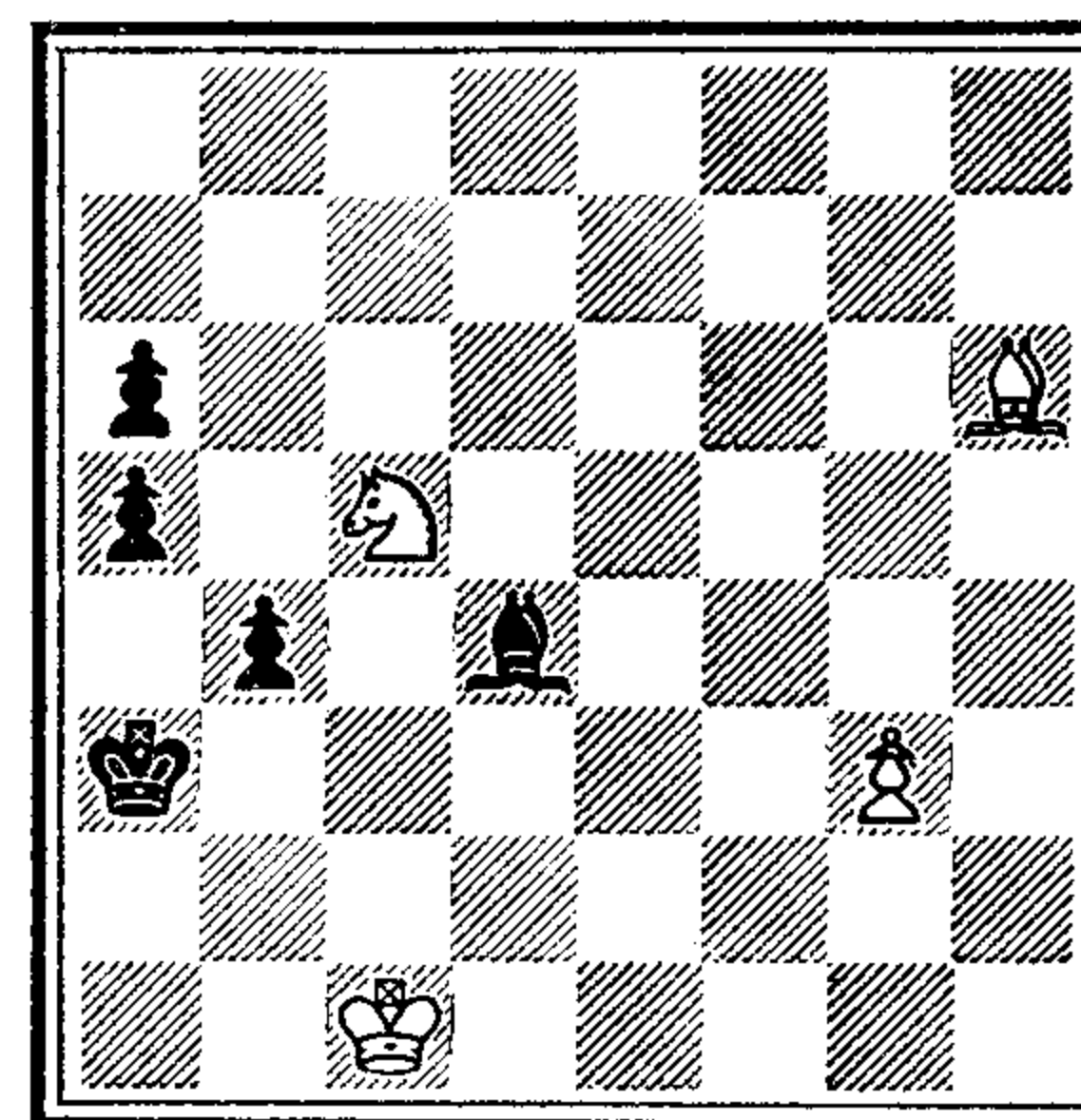
7 Kt—K6ch K—B2

8 P—Q8 (Kt) ch! K—K2

9 P—B8 (Kt) mate!

An extraordinary checkmate!

G. SACHODAKIN
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1934

A Knight alone cannot mate—but watch! The final picture is unique!

1 Kt—K6 B—B7

2 K—Kt1!

White must prevent K—R7.

2 B x P

3 Kt—B5

Threatening 4 B—B1 mate.

3 P—Kt6

4 B—B8!

Now the threat is 5 Kt—K4ch, K—R5, 6 Kt—B3 mate.

4 B—K8

5 Kt—Q3ch B—Kt5

6 B x Bch! P x B

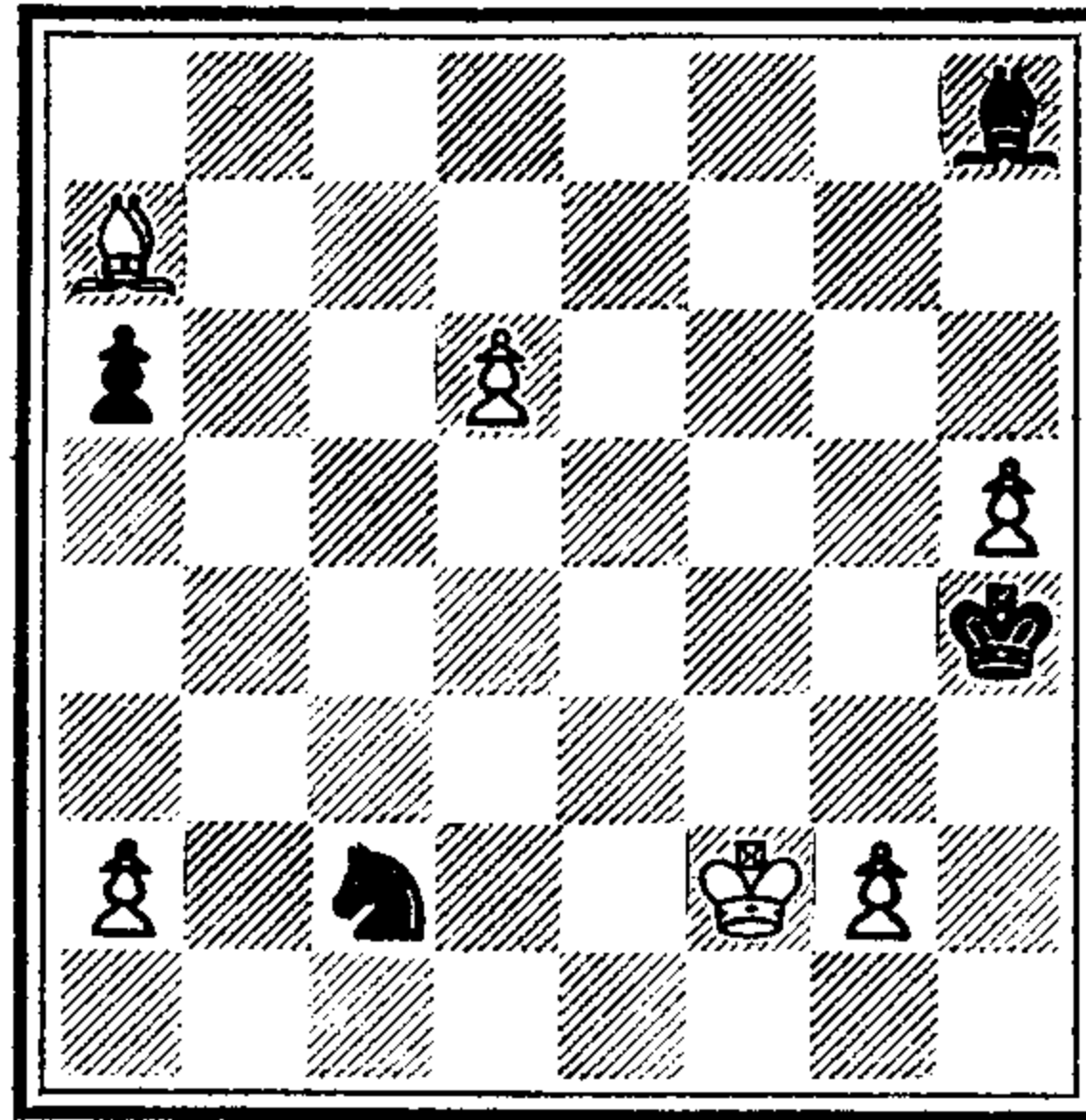
7 Kt—Kt2 P—R4

8 K—R1 P—R5

9 Kt—B4

Mate.

S. M. BIRNOV
WHITE TO PLAY AND WIN



Second Prize—
"Vechnya Moscvd" 1933

Clever fencing by both players, with White getting in the final thrust!

An elegant composition!

1 P—Q7 B—B3
2 P—R6 Kt—Kt5

To get to B3—then the Knight can watch the Queen Pawn, while the Bishop stops the Rook Pawn.

3 P—Q8(Q)! B x Q
4 B—Q4!

Now how does Black stop the Rook Pawn?

4 Kt—Q6ch
5 K—B3 Kt—B5!

To get to Kt3.

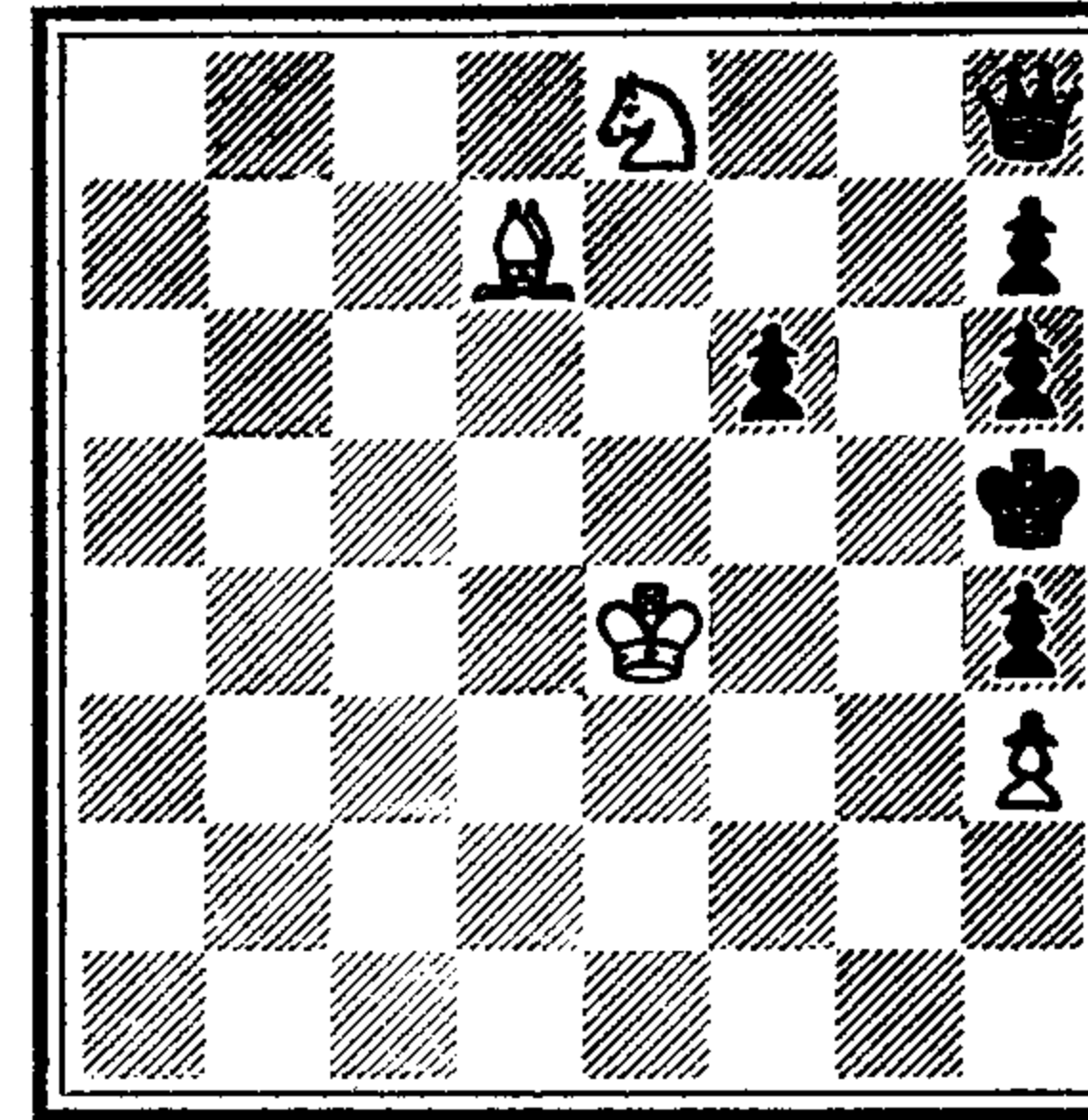
6 K x Kt B—Kt4ch

And now we lose that beautiful Passed Pawn!

7 K—B5 B x P
8 B—B2ch K—R4
9 P—Kt4

Mate.

S. GRUBER
WHITE TO PLAY AND WIN



"Magyar Sakkvilag" 1932

A piquant setting!! Knight and Bishop against Queen!
But — keep your eye on that innocent-looking White Pawn!

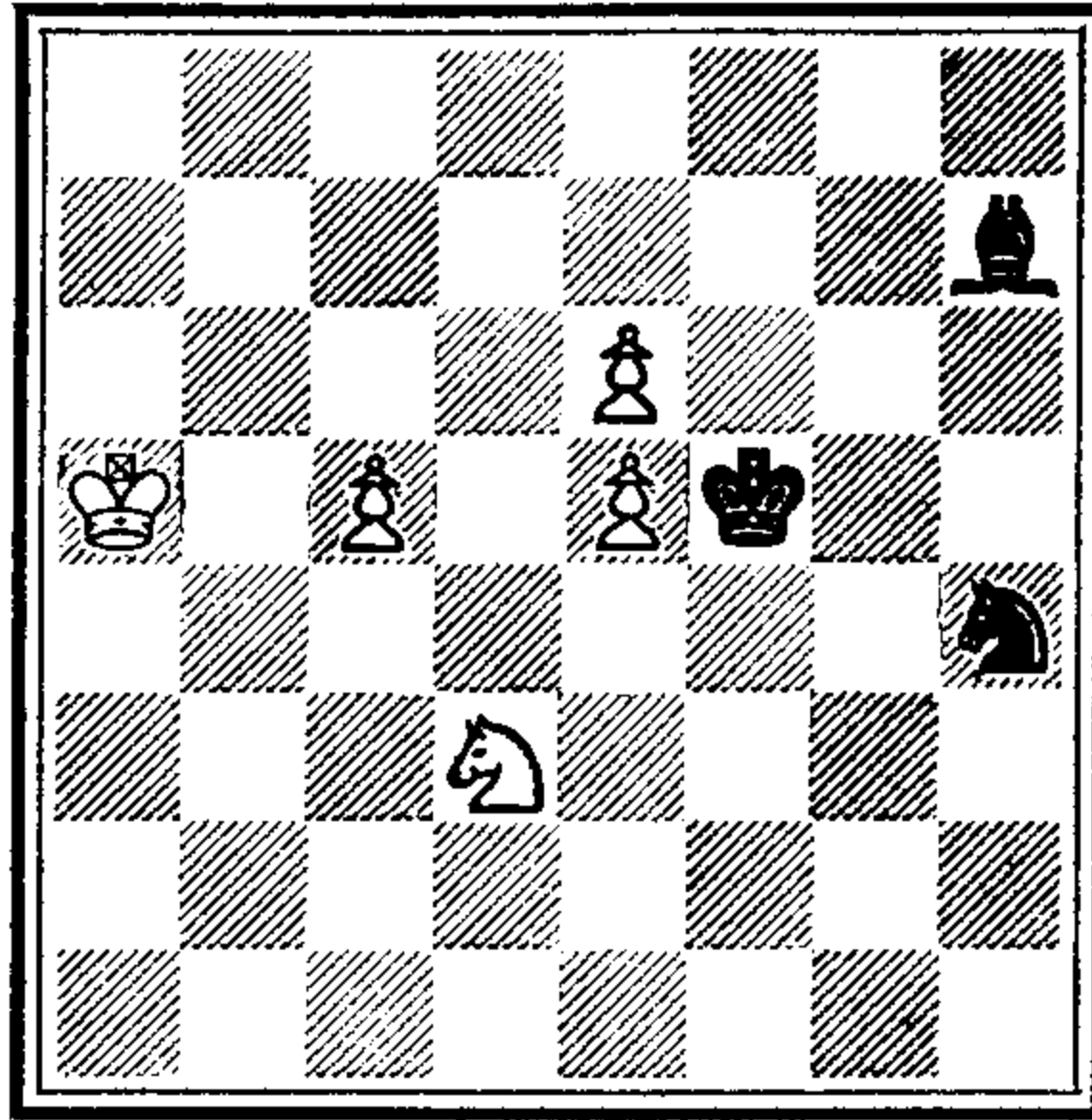
1 K—B5 Q—B1

The only move, but it stops 2 Kt x Pch as Q x Ktch, 3 K x Q and Black is stalemate.

2 Kt—Kt7ch! Q x Kt
3 B—K8ch Q—Kt3ch
4 B x Qch P x Bch
5 K x P P—Kt4
6 K—B5 P—Kt5
7 P x P

Mate.

N. IVANOV
WHITE TO PLAY AND WIN



"Schachmatny Listok" 1928

It's easy to see that White must try to win by Queening a Pawn. Black manages to prevent it, but gets a terrific shock!

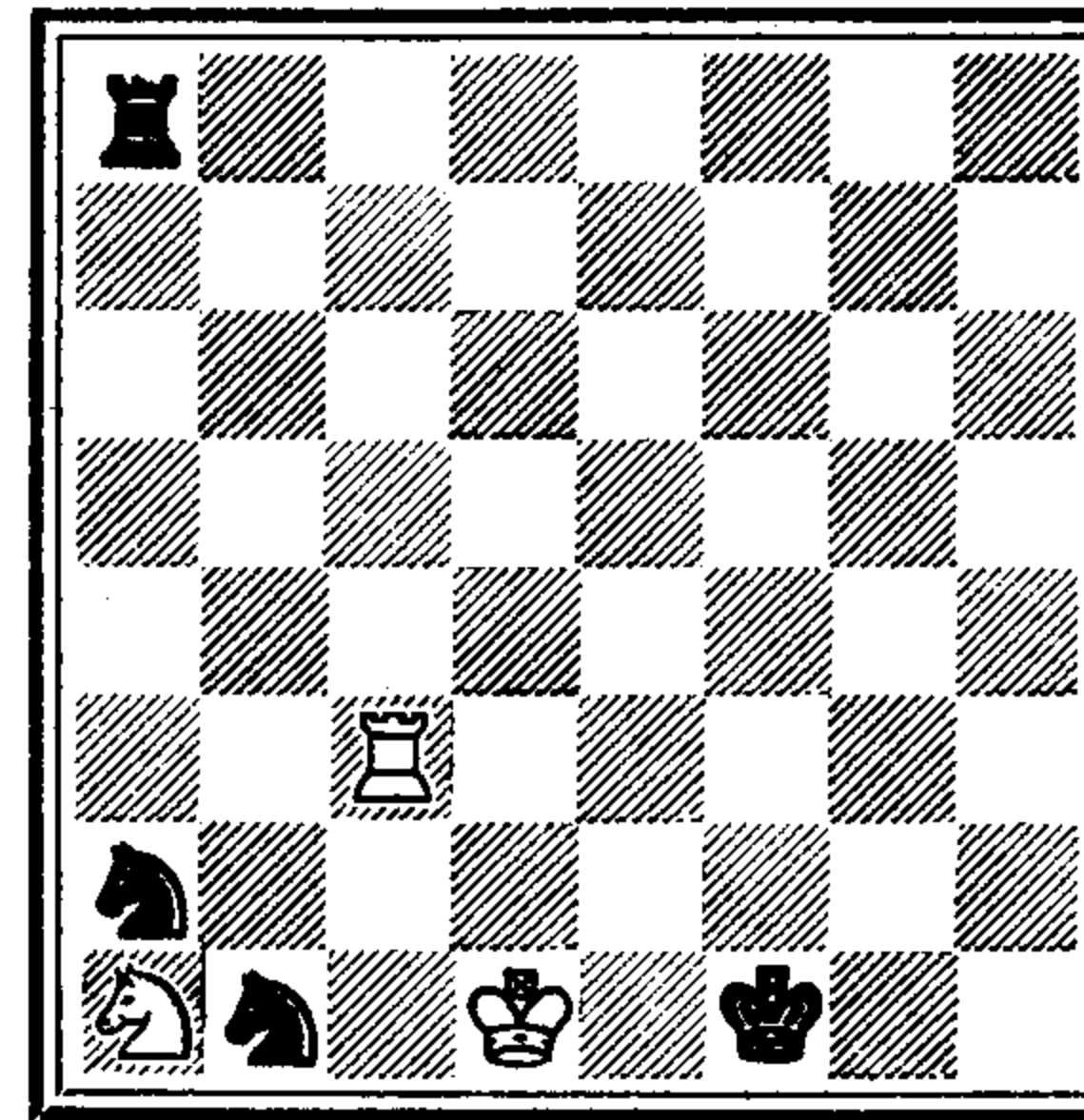
1 P—K7	B—Kt3
2 P—B6	K—K3
3 P—B7	K—Q2
4 K—Kt6	Kt—B4

So that if 5 K—Kt7, Kt x P.

5 P—K8(Q) ch!	B x Q
6 K—Kt7	Kt—K2
7 Kt—B5!	

Mate.

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



"64" 1934

A dainty miniature!

Black manages to be three pieces ahead, but cannot win as his own Rook is forced into a "cul de sac."

Black not only attacks the Rook, but threatens, if the Rook moves, say to KR3, 1 . . . Kt(R7)—B6ch followed by 2 . . . R x Kt. Or, if 1 R—B2, R—Q1ch, 2 R—Q2, R x R mate.

1 R—B3ch!	K—Kt7
2 R—QKt3	Kt(R7)—B6ch
3 K—B1	R x Kt
4 R—Kt2ch	K—B6
5 R—QR2!

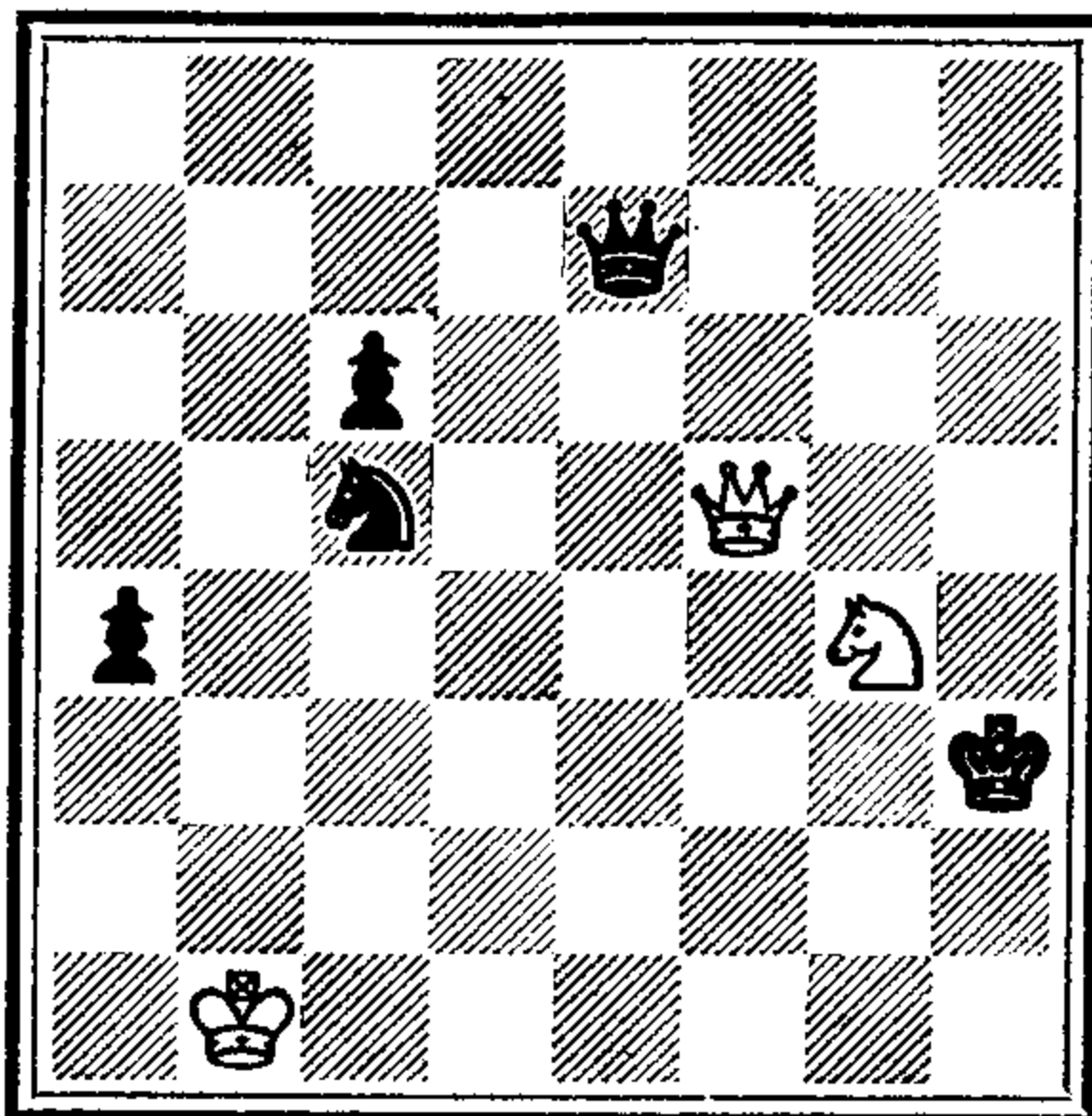
So that if 5 . . . R x R, White is stalemate!

5	Kt x Rch
6 K—Kt2!!	

The Rook is lost, and the two Knights alone cannot mate.

Draw.

K. A. L. KUBBEL
WHITE TO PLAY AND WIN



150 Endspielstudien 1925

Dr. Emanuel Lasker had high praise for this charming specimen of Kubbel's genius!

1 Kt—K3ch K—Kt6

If 1 . . . K—R7, 2 Q—B2ch, K—R6, 3 Q—Kt2ch, K—R5, 4 Q—Kt4 mate.

2 Q—Kt4ch K—B7

3 Q—B4ch K—K7

If 3 . . . K—Kt8, 4 Q—B1ch and mate next move.

4 Q—B1ch K—Q7

Of course not 4 . . . K x Kt, 5 Q—K1ch, winning the Queen.

5 Q—Q1ch K—B6

6 Q—B2ch K—Kt5

Not 6 . . . K—Q5, 7 Kt—B5ch.

7 Q—Kt2ch! Kt—Kt6

Black avoids 7 . . . K—R4, 8 Kt—B4ch, K—R3, 9 Q—Kt6 mate.

8 Q—R3ch!!

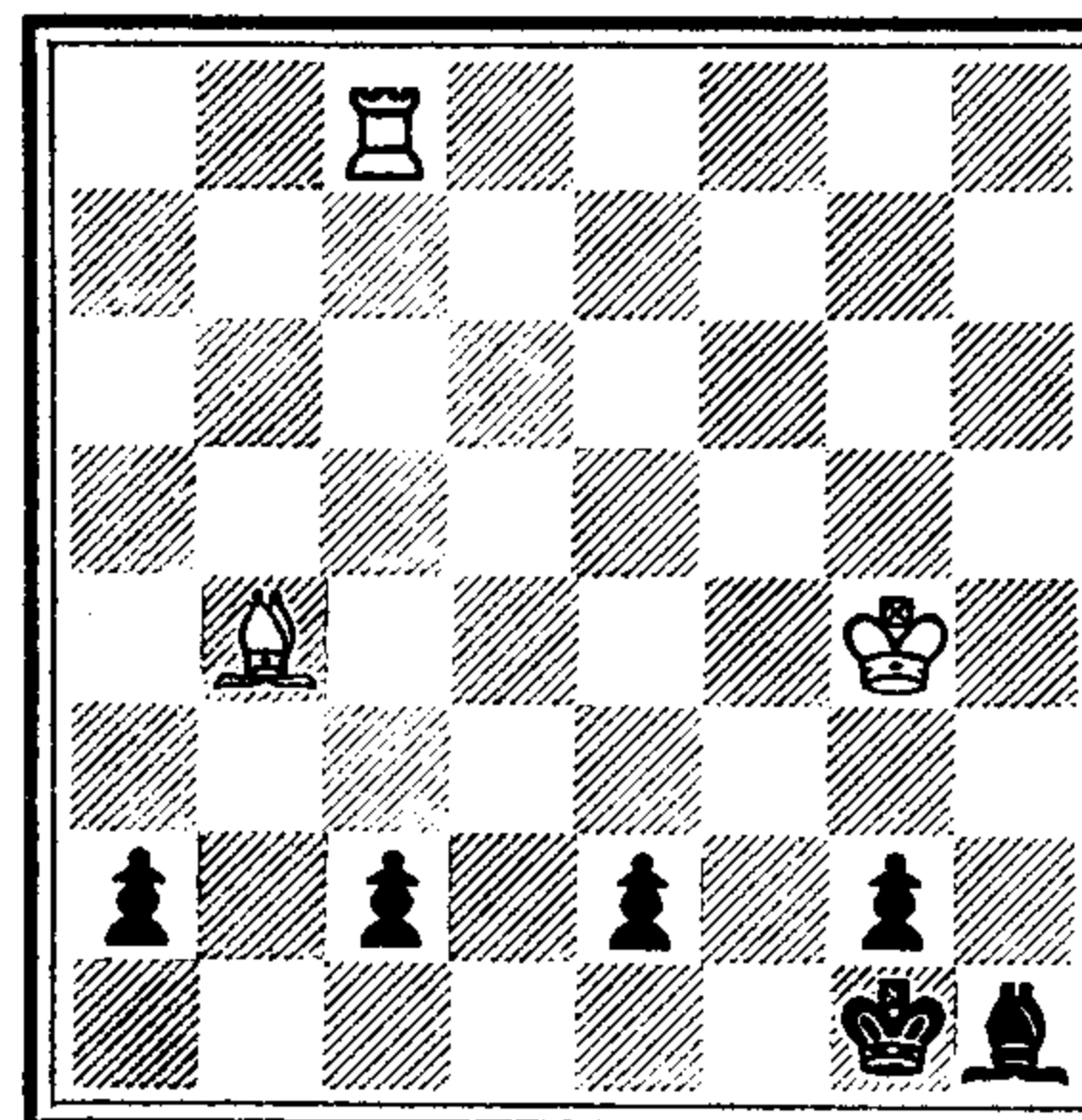
A gorgeous move! Black must capture or lose his Queen.

8 K x Q

9 Kt—B2

Mate!

S. M. BIRNOV
WHITE TO PLAY AND WIN



"Chess in U.S.S.R." 1939

In which the Black King takes a long walk (to Rook eight) but is forced back home, where he meets his fate!
An amusing scherzo!

1 B—B5ch K—B8

Of course not 1 . . . K—R7, 2 R—R8 mate.

2 R—B8ch K—K8

3 B—Kt4ch K—Q8

4 R—Q8ch K—B8

5 B—R3ch K—Kt8

6 R—Kt8ch K—R8

7 B—Kt2ch K—Kt8

8 B—K5ch K—B8

9 B—B4ch K—Q8

10 R—Q8ch K—K8

11 B—Kt3ch K—B8

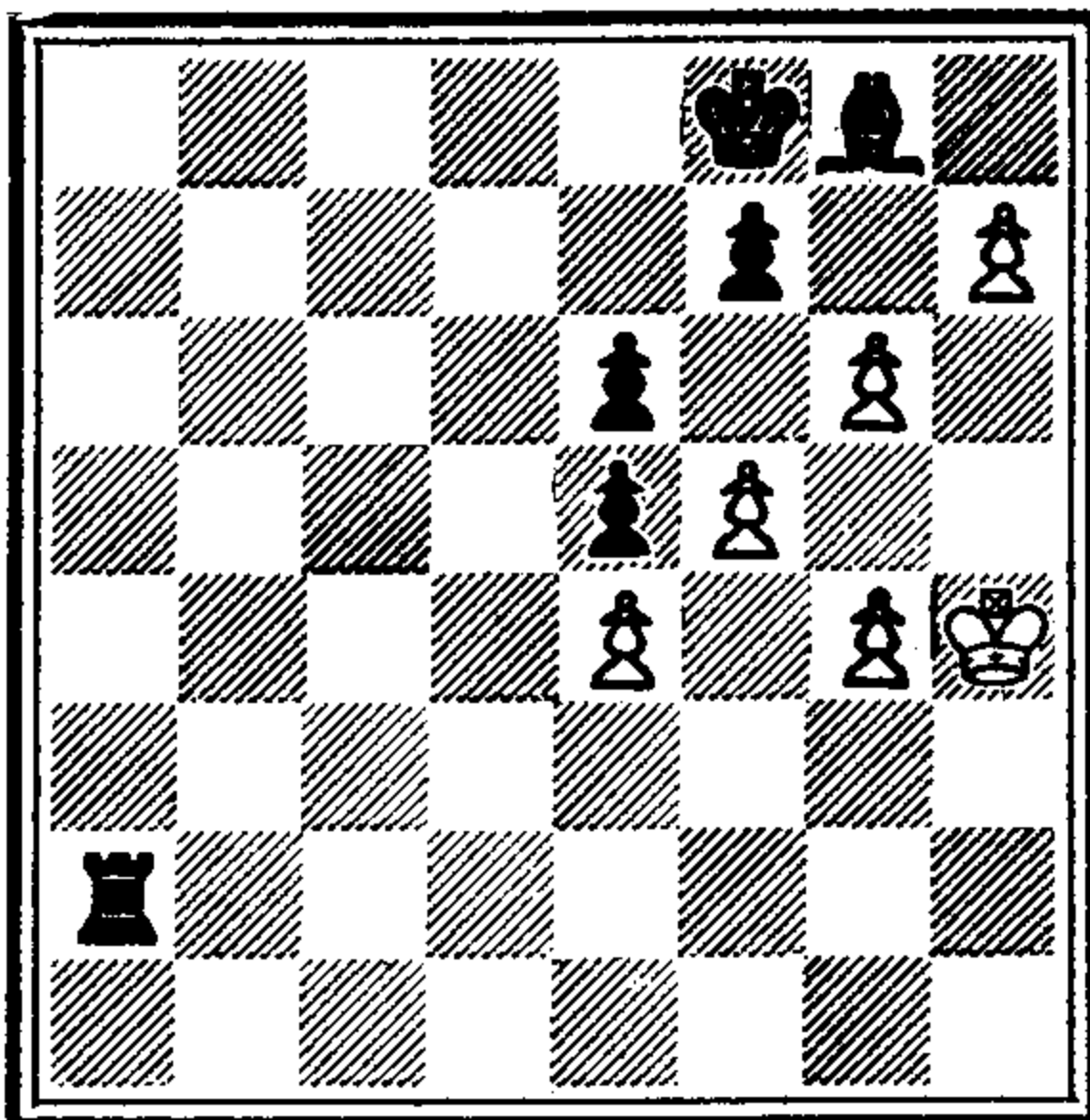
12 R—B8ch K—Kt8

13 K—R3 Any

14 B—R2

Mate.

G. BOGDASSARJANZ
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R." 1937

An ingenious drawing idea!
Black has the choice of either stalemating White, or in refusing, to stalemate himself!

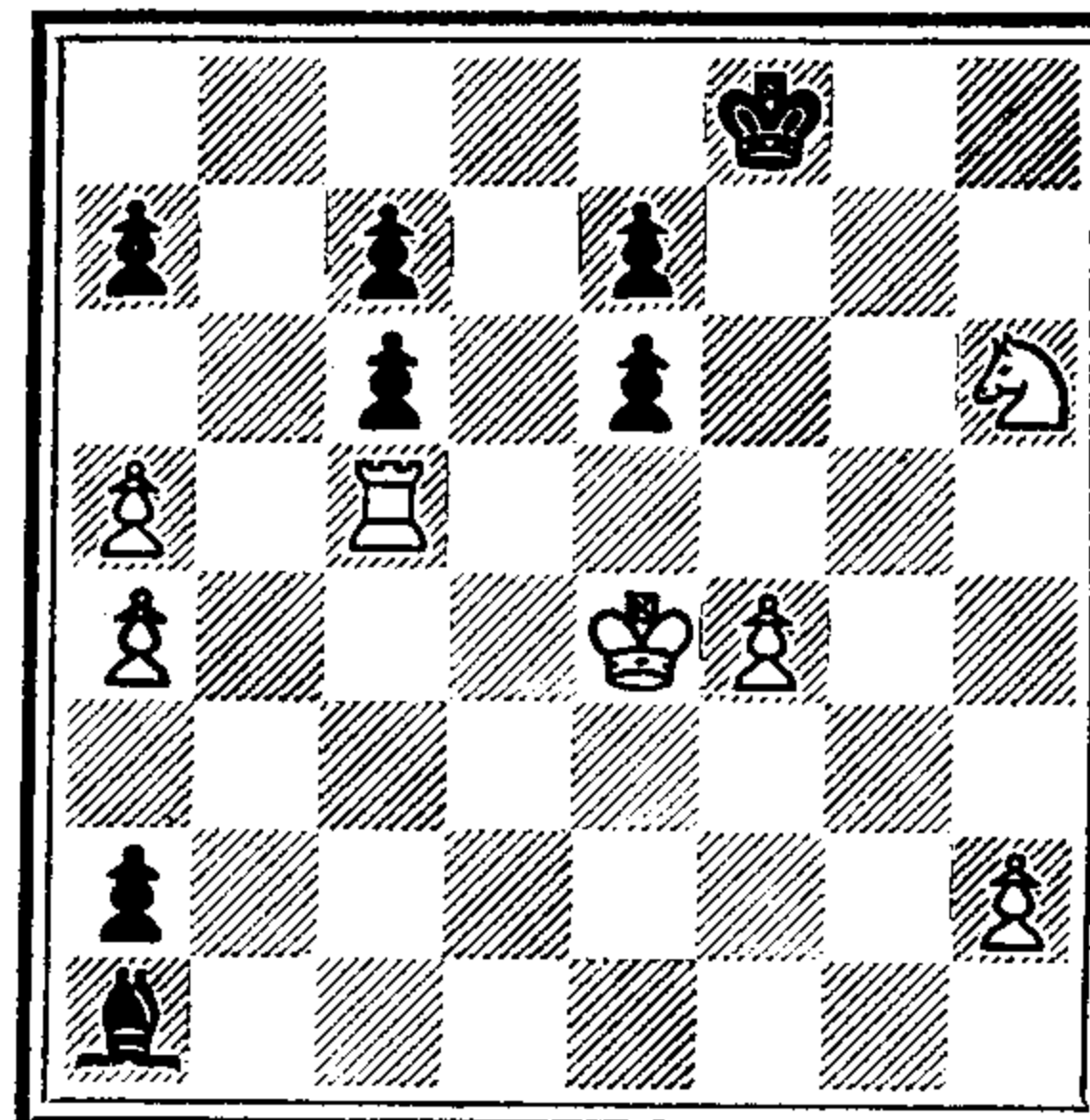
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|------------|--------|
| 1 P—R8 (Q) | R—R7ch |
| 2 K—Kt5 | R x Q |
| 3 P—Kt7ch! | K x P |
| 4 P—B6ch! | |

If Black replies 4 . . . K—B1, White is stalemate, therefore,

- | | |
|-----------|------|
| 4 | K—R2 |
| 5 K—R5! | |

and Black is stalemate!

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND WIN



"Zadachi I Etiudi" 1928

Black slips out of three mating nets, but the fourth one holds him tight!

A brilliant composition!

- | | |
|---------|-------|
| 1 R—B2 | B—Kt7 |
| 2 R—Kt2 | |

Threatens 3 R—Kt8 mate. If 2 . . . B—Kt2, simply 3 R x P wins for White.

- | | |
|-----------|-------|
| 2 | K—K1 |
| 3 R—Kt8ch | K—Q2 |
| 4 Kt—B7 | |

Threat—5 R—Q8 mate.

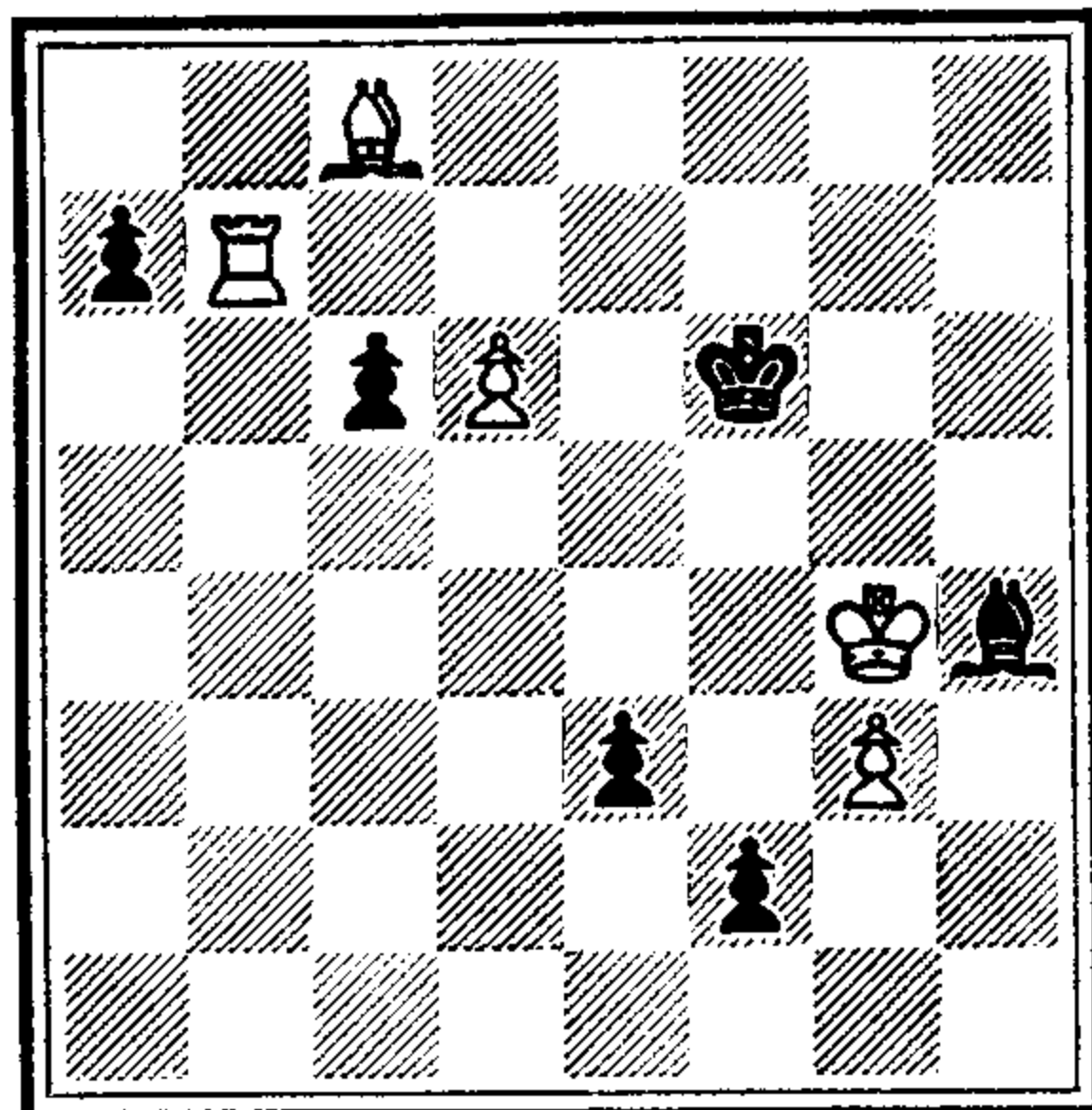
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|-----------|-------|
| 4 | P—B4 |
| 5 R—Q8ch | K—B3 |
| 6 R—Q2 | |

Now White threatens 7 Kt—Q8 mate.

- | | |
|------------|----------|
| 6 | P—B5 |
| 7 Kt—Q8ch | K—B4 |
| 8 Kt x Pch | K—B3 |
| 9 Kt—Q8ch | K—B4 |
| 10 R x B | P—R8 (Q) |
| 11 R—Kt5ch | K—Q3 |
| 12 R—Q5 | |

Mate.

V. A. KOROLIKOV
WHITE TO PLAY AND WIN



First Prize—
"Truda" 1935

A first prize winner—and of course a gorgeous gem!

1 P—Q7 K—K2
2 R—Kt8 B x P

The best chance, as 2 . . . P—B8(Q), 3 P—Q8(Q)ch, K x Q,
4 B—R6ch, K—B2, 5 B x Q, K x R, 6 P x B wins easily.

3 R—R8

But not 3 K x B, P—B8(Q) and the above variation would not win, as White would be left with a Bishop, but no Pawns to Queen!

3 P—B8(Q)
4 P—Q8(Q)ch K x Q
5 B—R6ch B—Kt1!!

So that if 6 R x Bch, K—B2 and draws.

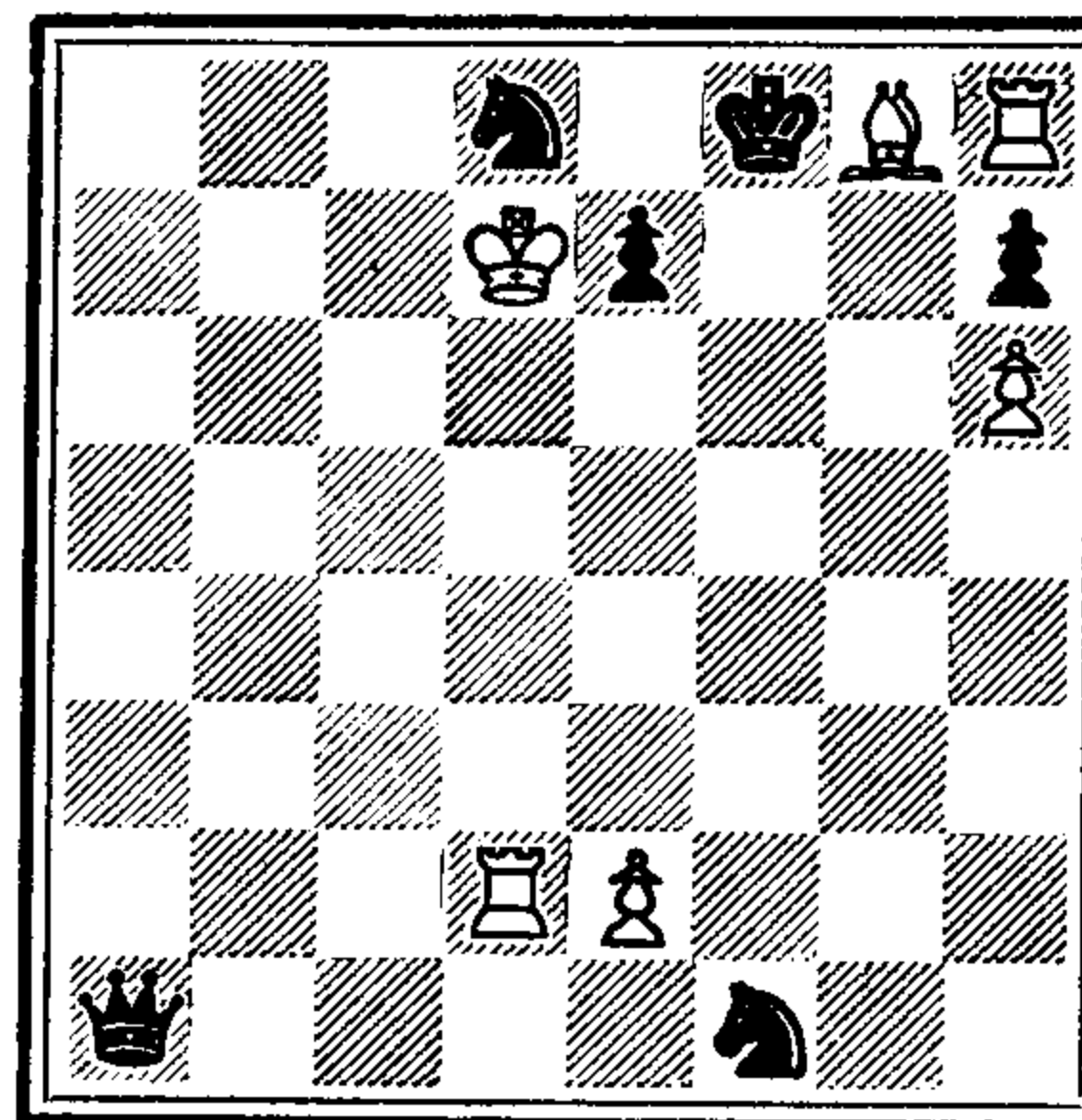
6 B x Q K—B2

How do we save the Rook?

7 B—R6 P—K7
8 B x P K—Kt2
9 B—B3! K x R
10 B x P mate.

Magnificent!

G. BOGDASSARJANZ
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R." 1936

Who will be stalemate?

It seems at first glance as though White might try to sacrifice his pieces, but that he can force Black into a stalemate position in five moves is almost incredible!

Note that both White Rooks are attacked!

1 R—Q1 Q x R(R1)

Not, of course 1 . . . Q x R(Q8)ch, 2 B—Q5 mate.

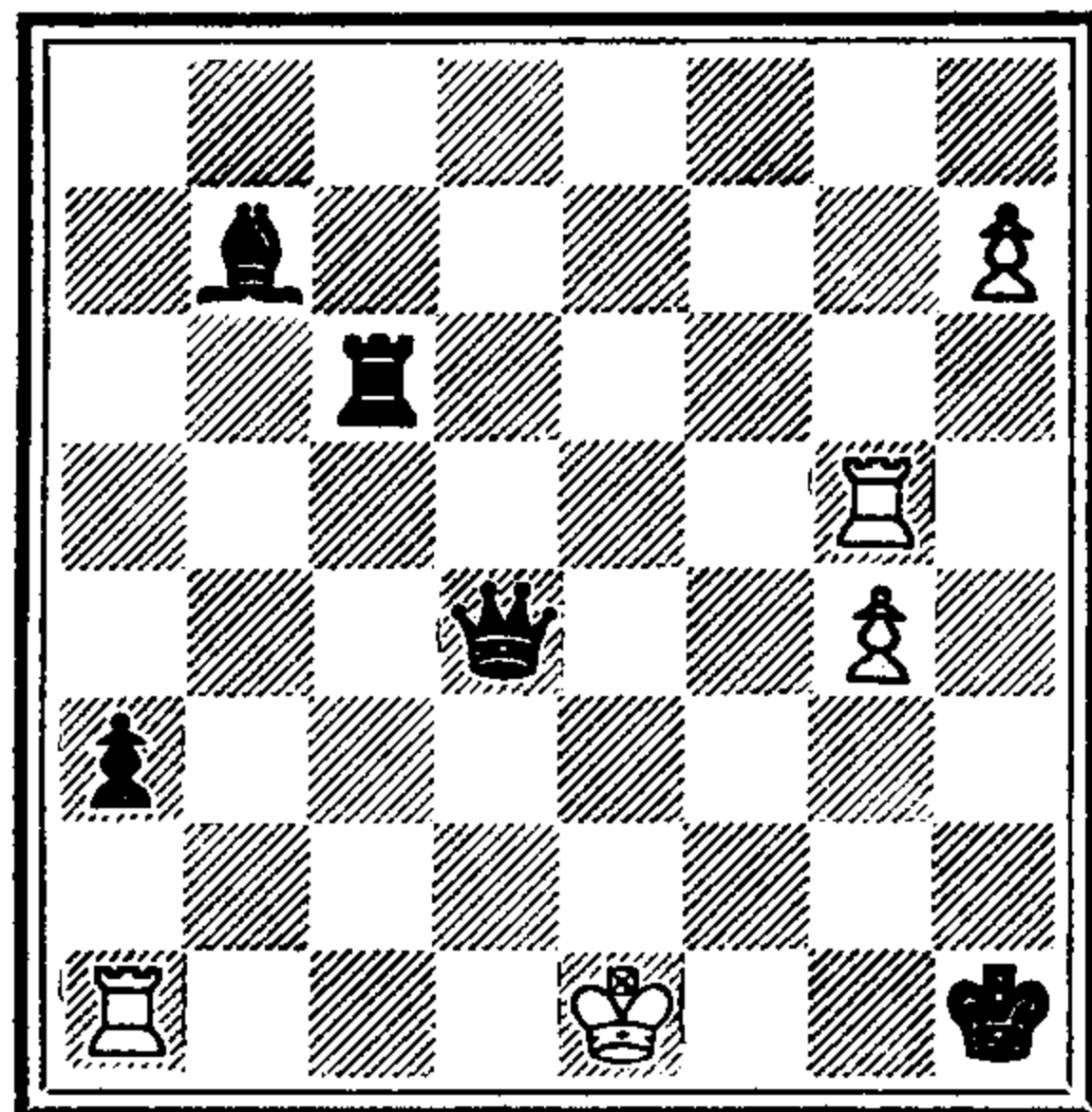
2 R x Ktch K x B
3 K—K8!

Threatens 4 R—B8 mate.

3 Kt—K3
4 R—Kt1ch Kt—Kt2ch
5 K x P!

Stalemate!

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R." 1937

A splendid example of Herbstmann's original and sparkling style!

- | | |
|-------------|-------|
| 1 P—R8(Q)ch | Q x Q |
| 2 R—R5ch | Q x R |
| 3 P x Q | R—QR3 |

This Pawn must be saved, or the position is a clear draw.

- | | |
|---------------|-------|
| 4 P—R6 | B—K5 |
| 5 P—R7 | B x P |
| 6 Castles ch! | K—R2 |
| 7 R—Q6! | |

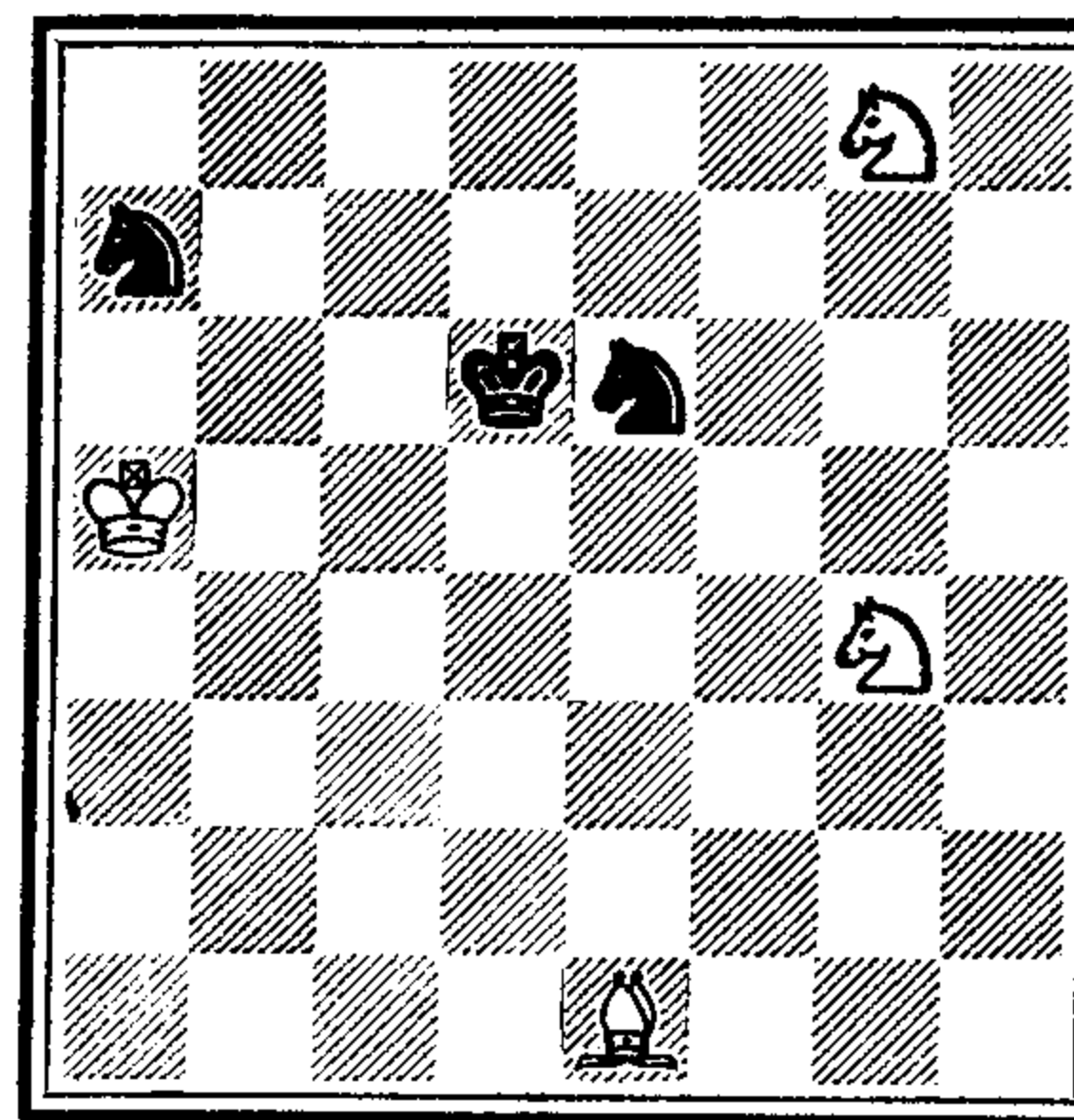
If 7 . . . R x R stalemate!

- | | |
|-------------|------|
| 7 | R—R4 |
| 8 R—Q5 | R—R5 |
| 9 R—Q4 | |

White keeps opposing the Black Rook along the Queen file. Black cannot capture or White is stalemate. Therefore—

Draw!

T. B. GORGIEV
WHITE TO PLAY AND WIN



First Prize—
"64" 1929

A work of art!

That White should be able to force the win of a piece or checkmate with his pieces scattered so seems unbelievable!

- | | |
|---------|---------|
| 1 K—Kt6 | Kt—B1ch |
|---------|---------|

If 1 . . . Kt—B3, 2 B—Kt3ch, K—Q2 (or Q4) 3 Kt—B6ch wins a piece.

- | | |
|---------|-------|
| 2 K—Kt7 | |
|---------|-------|

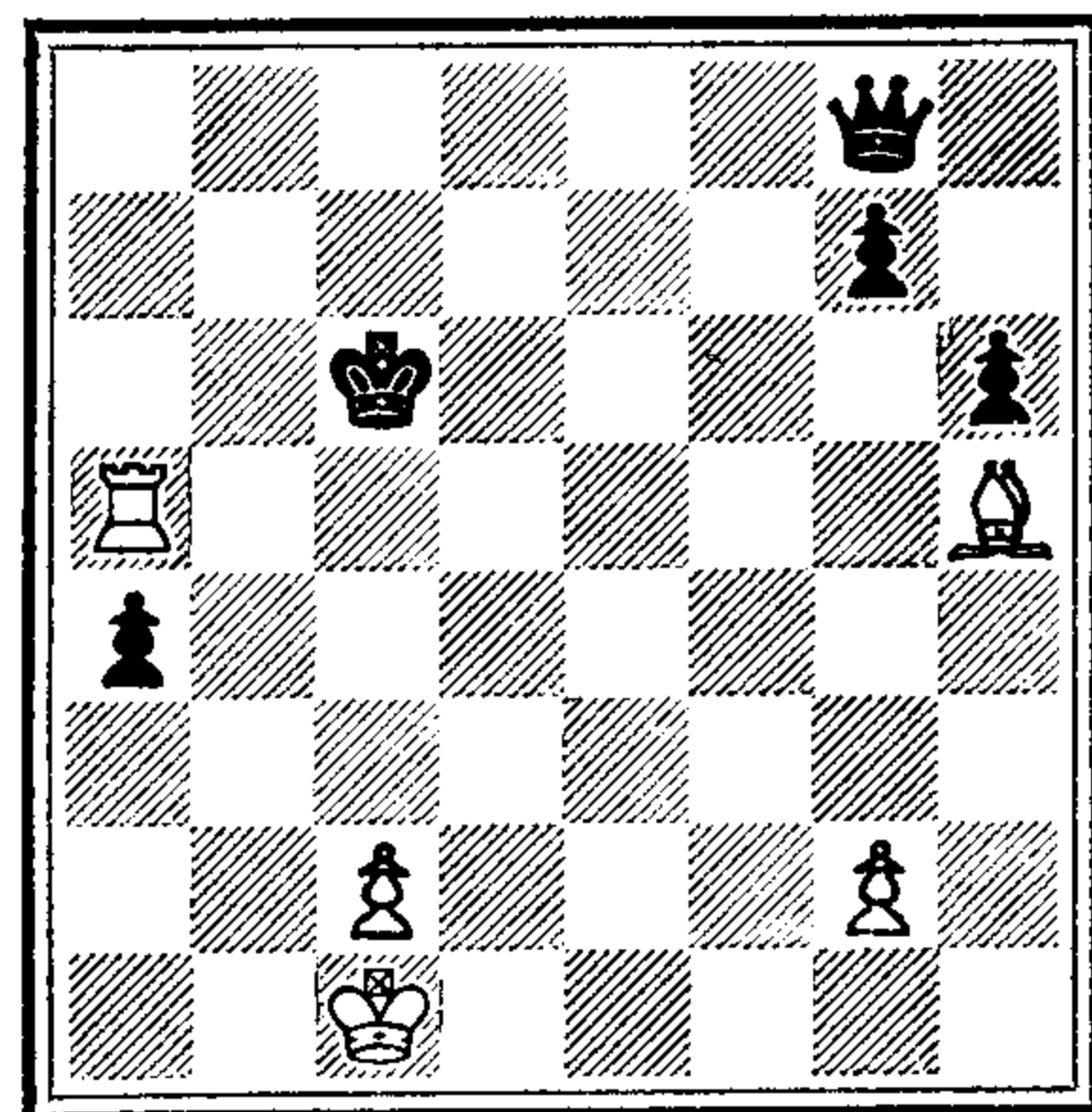
Now, if 2 . . . K—Q2, 3 Kt(Kt8)—B6ch, K—Q1, 4 B—R5ch wins the Knight.

- | | |
|----------------|-------|
| 2 | Kt—K2 |
| 3 B—Kt3ch | K—Q2 |
| 4 Kt(Kt8)—B6ch | K—Q1 |
| 5 B—B7ch!! | KtxB |
| 6 Kt—K5 | |

And mates next move!

- If 6 . . . Kt(K2) moves, 7 Kt—B6 mate.
If 6 . . . Kt(B2) moves, 7 Kt—B7 mate.

H. RINCK
WHITE TO PLAY AND WIN



"Deutsche Schachzeitung" 1903

A delightful composition!
The chase and capture of the Queen is accomplished with consummate artistry!

1 R—R8! Q—R7!

The Queen has no other square!

If

1 Q x R, 2 B—B3ch

1 Q—K3, 2 R—R6ch

1 Q—Q4, 2 B—B3

1 Q—B5, 2 R—B8ch

2 R x P! Q—Kt1

Of course not 2 . . . Q x R, 3 B—K8ch.

3 R—R8! Q—R2

Ah, a place of refuge!

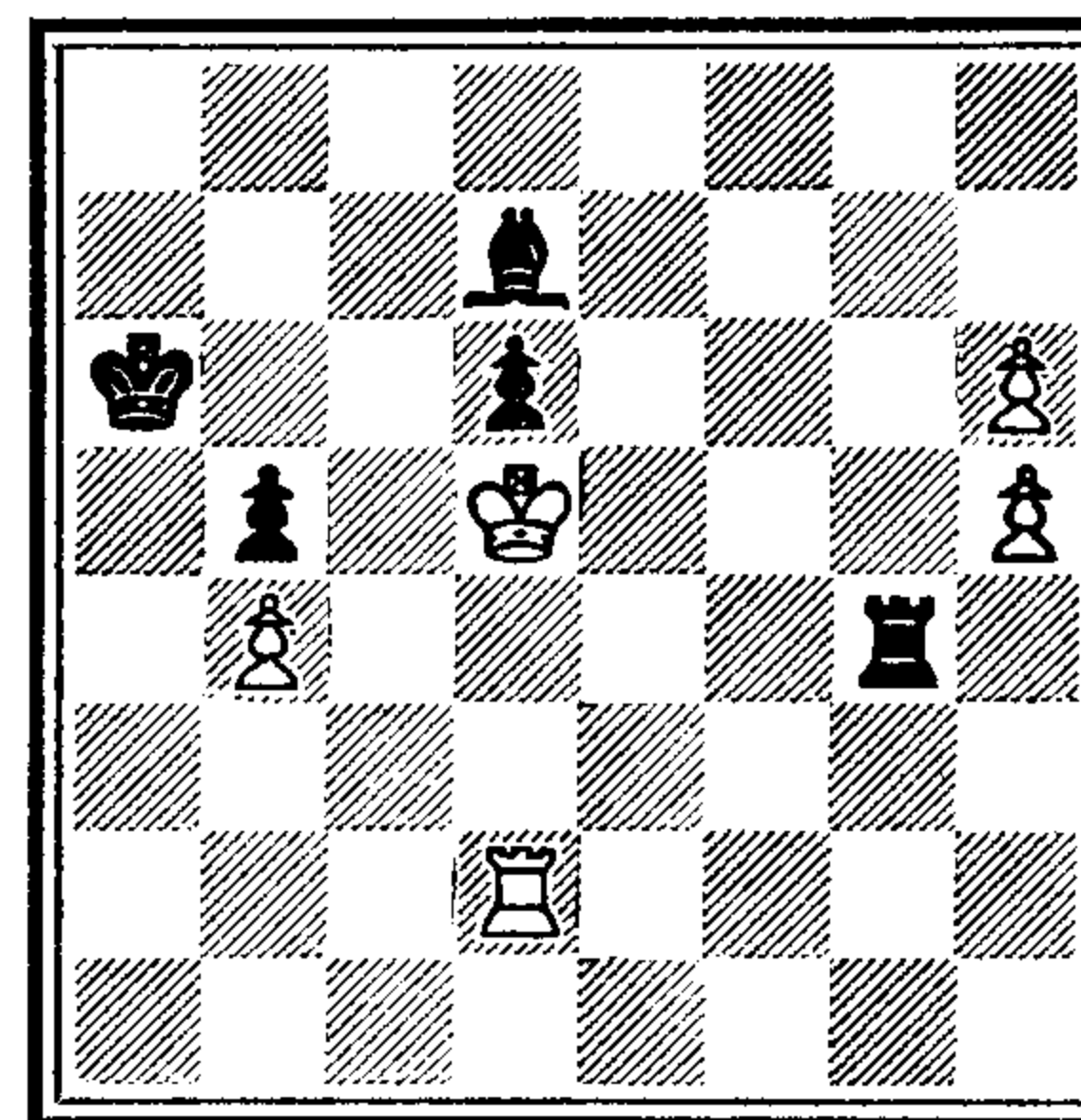
4 B—Kt6! Q x B

5 R—R6ch K moves

6 R x Q

And wins.

A. A. TROITZKY
WHITE TO PLAY AND WIN



"Ceske Slovo" 1924

Troitzky takes a pretty idea first shown by Rev. Saavedra, and dresses it up in bright new clothes!

1 P—R7 R—Kt4ch

2 K x P R x P

3 K—B7

Threatens 4 R—R2 mate.

3 B—K3

4 K—Kt8

Now the threat is 5 R—Q6 mate!

4 B—Q4

5 R x B! R x R!

A subtle defence! If 6 P—R8 (Q), R—Q1ch, 7 Q x R stalemate!

6 P—R8 (R)!

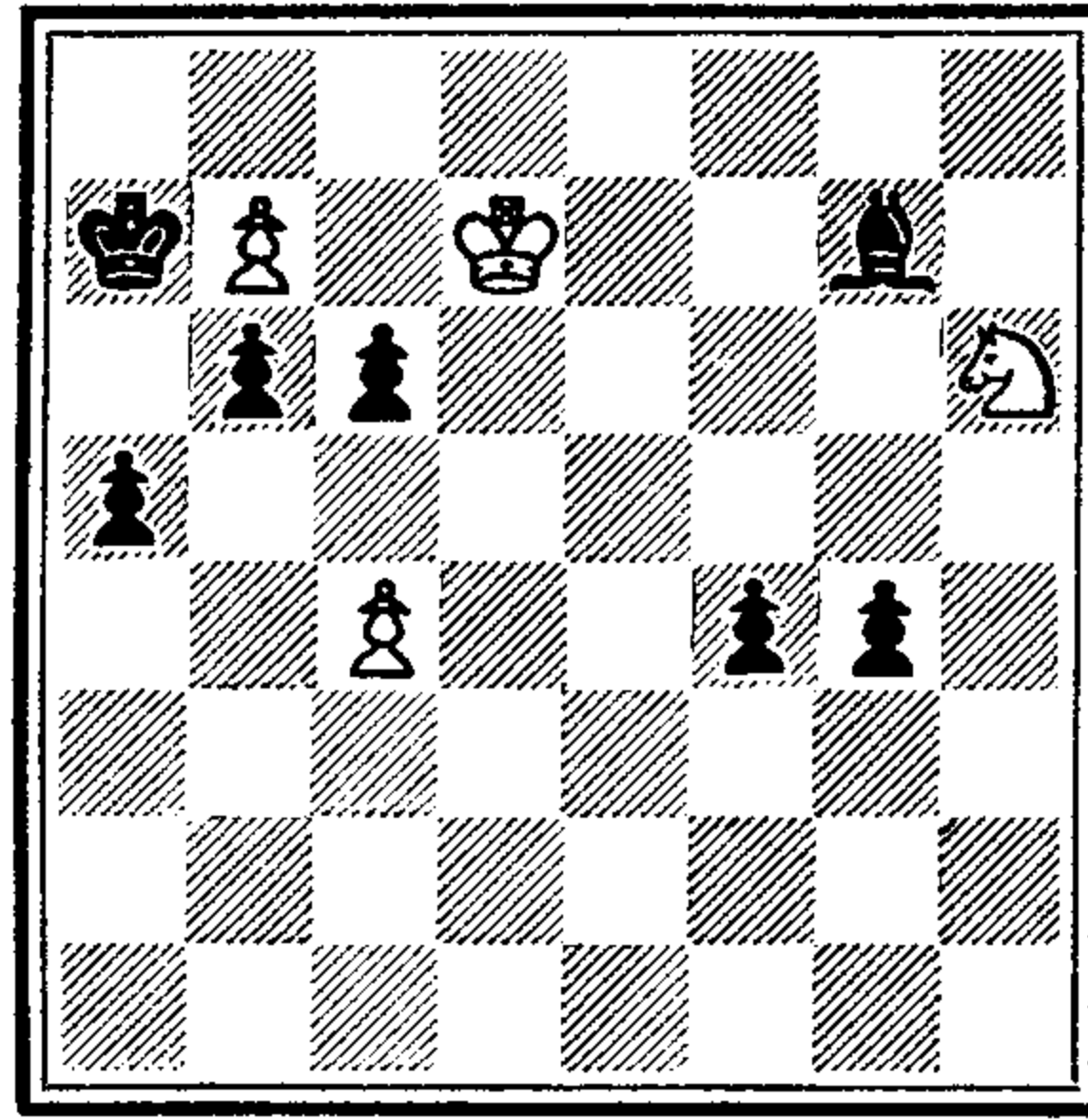
And now White threatens 7 R—R6 mate.

6 R—Q3

7 K—B7!

And wins, as Black cannot stop the mate by 8 R—R8 and still save the Rook!

A. O. HERBSTMANN
WHITE TO PLAY AND WIN



"Chess in U.S.S.R." 1935

The Knights cavort with gay agility, and demonstrate their superiority to a "mere" Queen!

A scintillating jewel wrought by a master hand!

- | | |
|---------|-------|
| 1 K—B8 | B—K4 |
| 2 Kt—B7 | B—Kt1 |
| 3 Kt—Q8 | |

Threatening to win by 4 Kt x Pch, K—R3, 5 Kt x Bch, K—R2, 6 Kt—B6ch, K—R3, 7 P—Kt8 (Kt) mate.

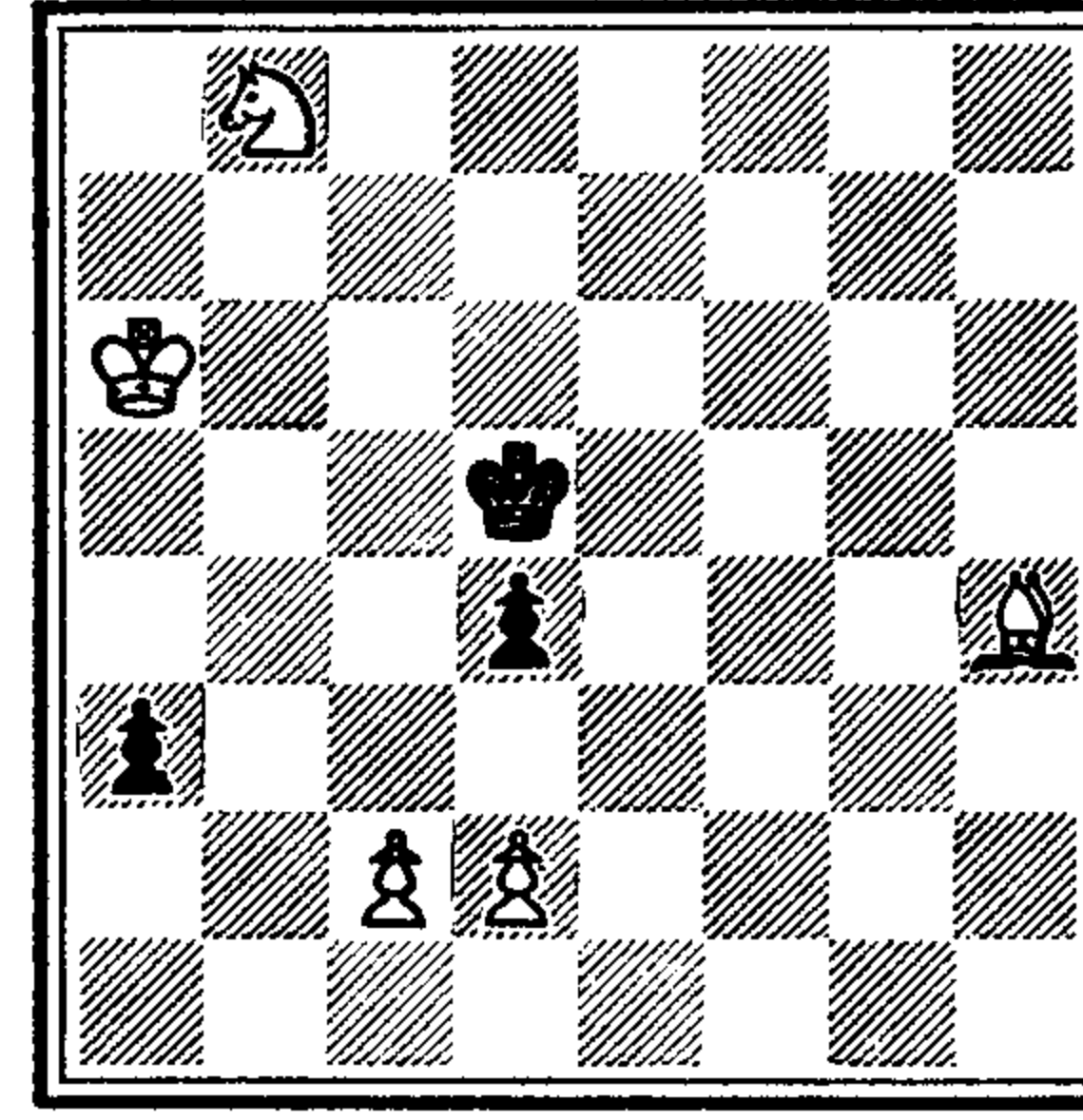
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|------------|-------|
| 3 | B—Q3 |
| 4 Kt x Pch | K—R3 |
| 5 Kt—Q4 | P—Kt6 |
| 6 Kt—Kt5 | |

Now, if 6 . . . B—K4, 7 Kt—B7ch, B x Kt, 8 K x B, P—Kt7, 9 P—Kt8 (Q), P—Kt8 (Q), 10 Q—QR8 mate.

- | | |
|------------------|-----------|
| 6 | P—Kt7 |
| 7 Kt x B | P—Kt8 (Q) |
| 8 P—Kt8 (Kt) ch! | K—R2 |
| 9 Kt—Kt5ch | K—R1 |
| 10 Kt—B7ch | K—R2 |
| 11 Kt—B6 | |

Mate.

K. A. L. KUBBEL
WHITE TO PLAY AND WIN



"Schachmatny Listok" 1922

Kubbel's music to the words of Keats' "A thing of beauty is a joy forever."

- | | |
|---------|--------|
| 1 Kt—B6 | K x Kt |
|---------|--------|

If 1 . . . P—R7, 2 Kt—Kt4ch, followed by 3 Kt x P.

- | | |
|--------|------|
| 2 B—B6 | K—Q4 |
|--------|------|

Of course not 2 . . . K—B4, 3 B—K7ch, and 4 B x P.

- | | |
|-----------|-------|
| 3 P—Q3! | P—R7 |
| 4 P—B4ch! | |

Should Black reply 4 . . . P x P en passant, 5 B x P wins easily.

- | | |
|---------|------|
| 4 | K—B4 |
|---------|------|

How does White save himself, with the long diagonal blocked?

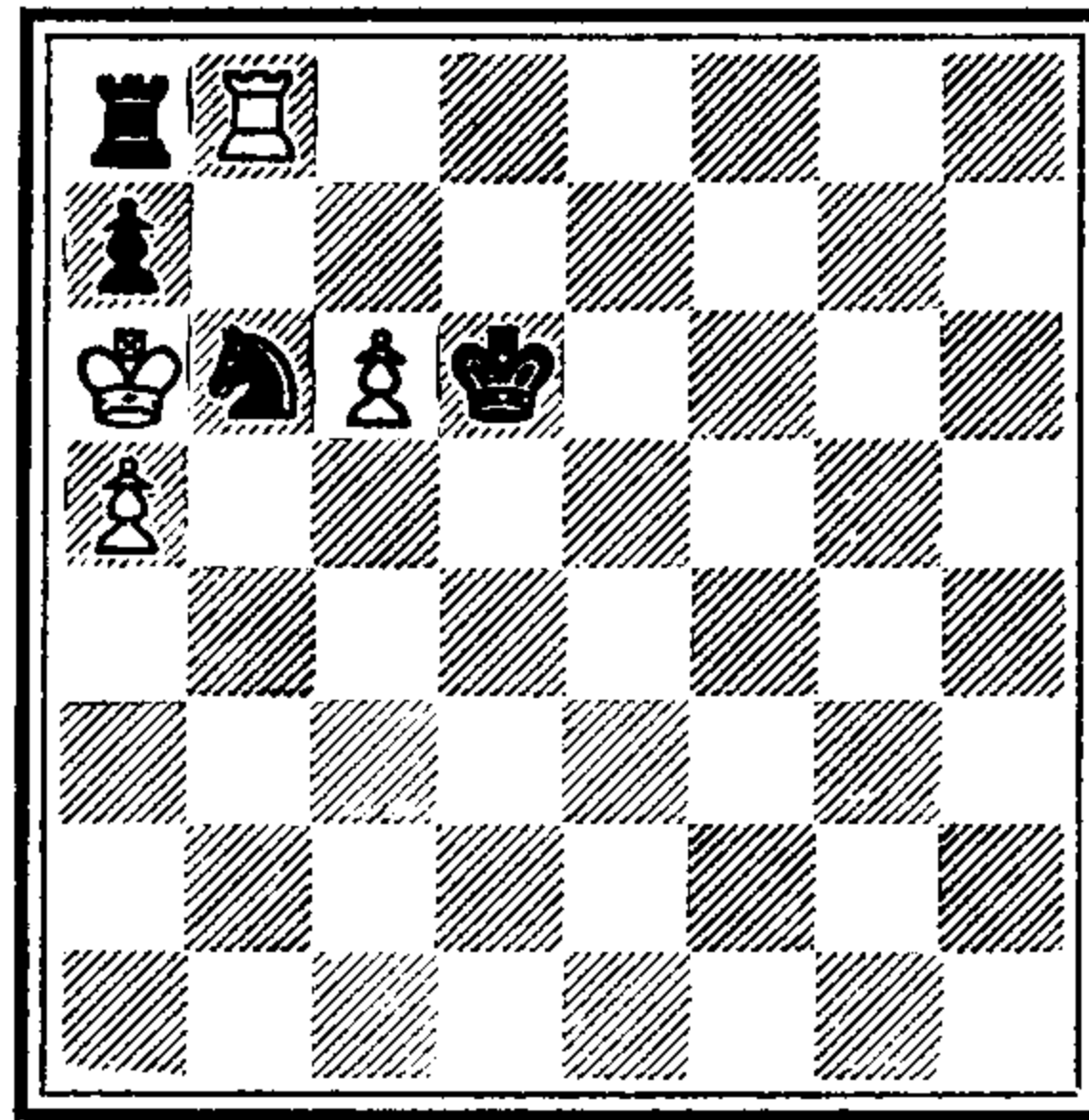
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|----------|-------|
| 5 K—Kt7! | |
|----------|-------|

Now, if Black's King moves, then 6 B x P wins.

- | | |
|--------------|----------|
| 5 | P—R8 (Q) |
| 6 B—K7 mate! | |

A lovely conclusion.

M. G. KLIATZKIN
WHITE TO PLAY AND WIN

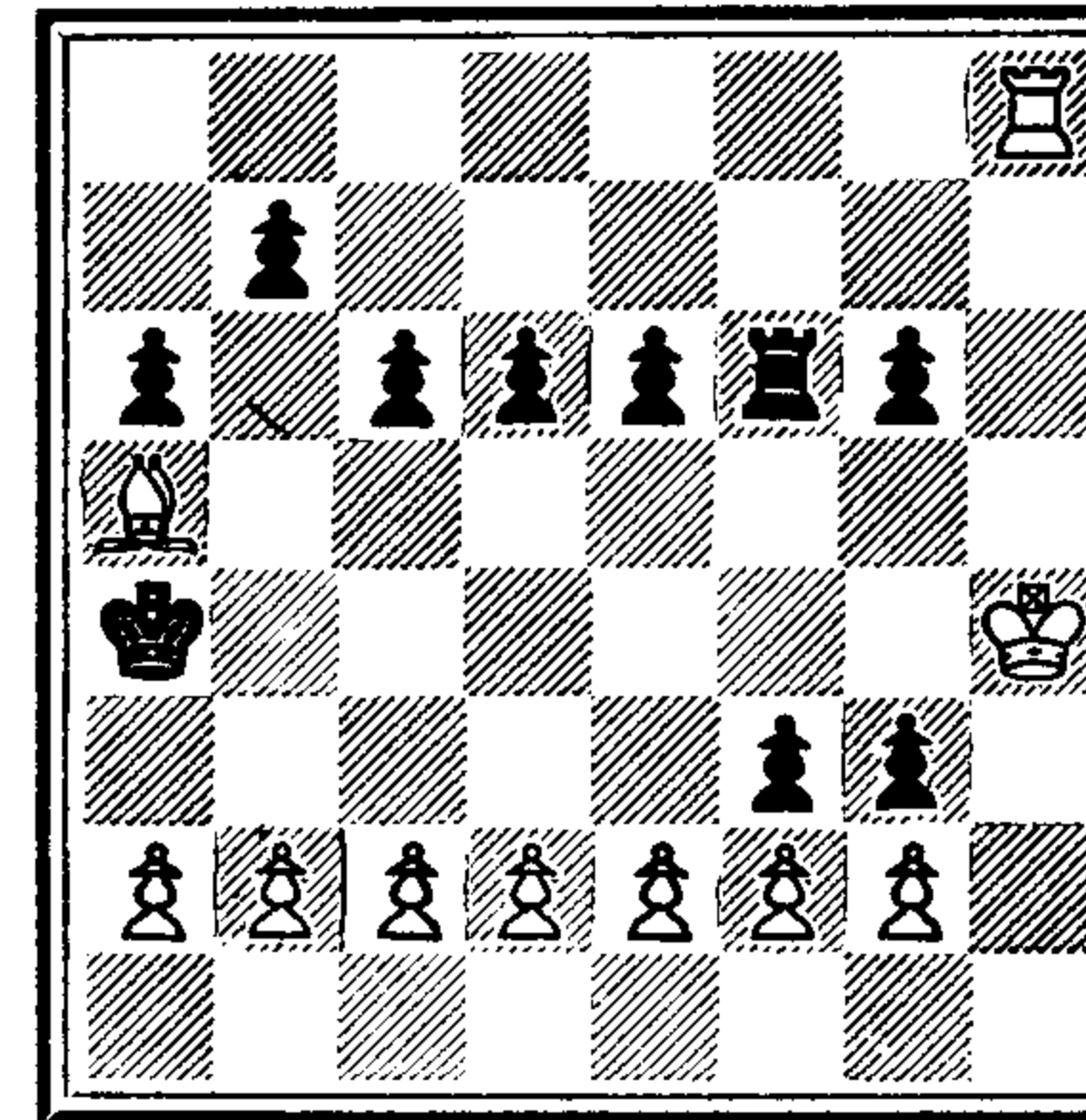


"Schachmaty" 1924

A graceful setting! But how does White proceed? If 1 R x R, Kt x R or if 1 P x Kt, R x R. The solution is pleasingly odd!

1 P—B7!
Threatening 2 R x R, Kt x R, 3 P—B8(Q).	
1	K x P
To get rid of the dangerous Pawn.	
2 P x Ktch!	K x R
3 P—Kt7!!	K—B2
4 P x R(Q) and wins	
Short and sweet!	

V. A. KOROLIKOV
and
A. P. DOLIUKANOV
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1939

Two famous composers combine their talents and produce this gem with two delightful finishes—depending on Black's defence!

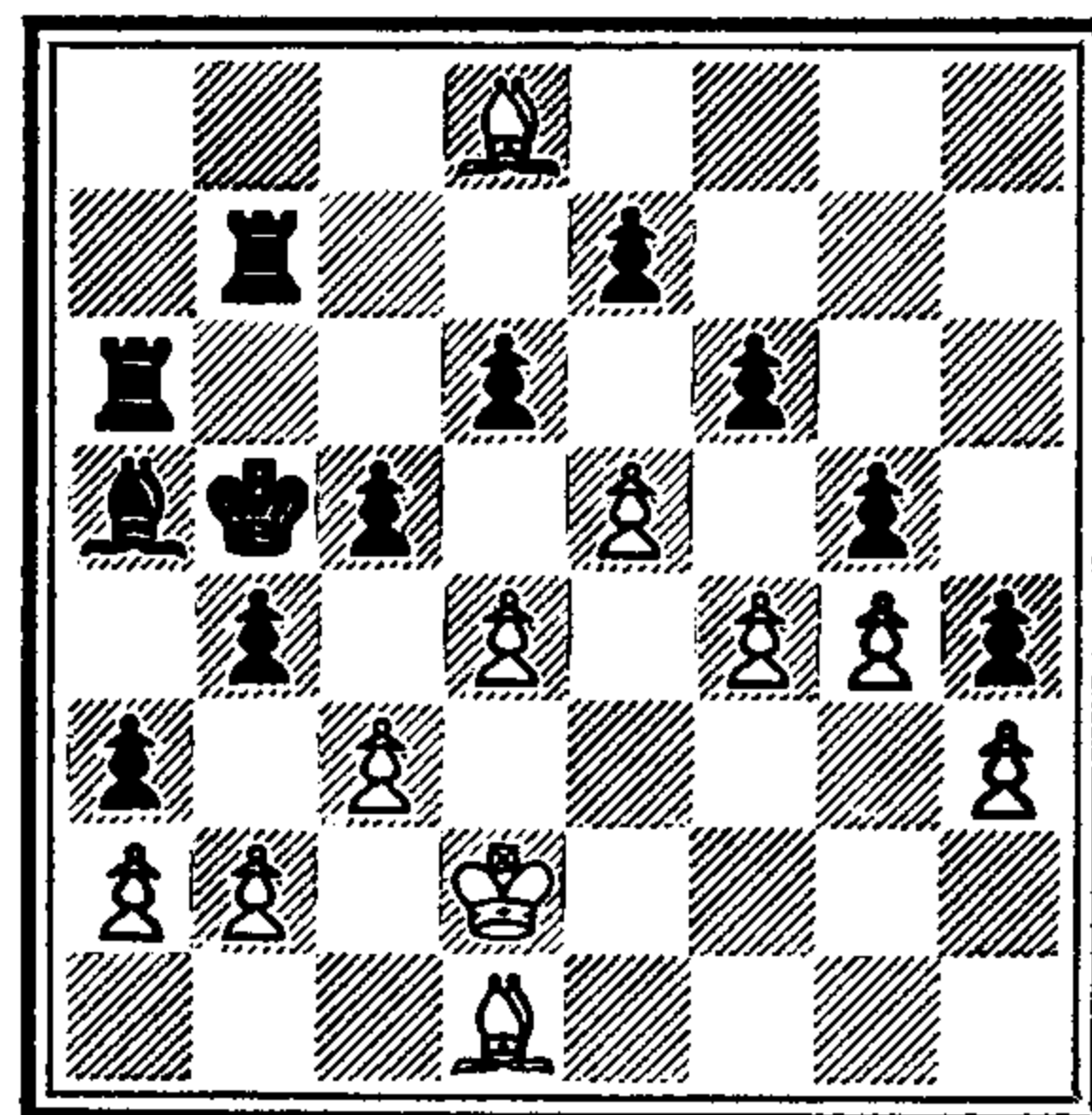
Watch how the Black King is made to "run the gauntlet" in both!

1 B—Q8!
If 1 KtP x P, 2 K—Kt3, P—B8(Q), 3 R—R4ch, K—Kt4, 4 P—R4ch, K—B4, 5 P—Kt4ch, K—Q4, 6 P—B4ch, K—K4, 7 P—Q4ch, K—B4, 8 R—B4ch, K—Kt4, 9 B x Rch, K—R3, 10 R—R4 mate.	

1	P x KtP
2 K—R3	P—Kt8(Q)
3 R—R4ch	K—Kt4
4 P—R4ch	K—B4
5 P—Kt4ch	K—Q4
6 P—B4ch	K—K4
7 P—Q4ch	K—B4
8 P—K4ch	K—Kt4
9 P—B4	

Mate!

ANONYMOUS
WHITE TO PLAY AND DRAW



"Zadachi i Etiudi"
1928

Mystery:

Why should anyone refuse to pen his name to so delightful a composition?

1 B—R4ch K x B

Rejection of the Bishop permits a perpetual check by 1 . . . K—B5, 2 B—Kt3ch, K—Kt4, 3 B—R4ch etc.

2 P—Kt3ch K—Kt4

3 P—B4ch K—B3

4 P—Q5ch K—Q2

5 P—K6ch K x B

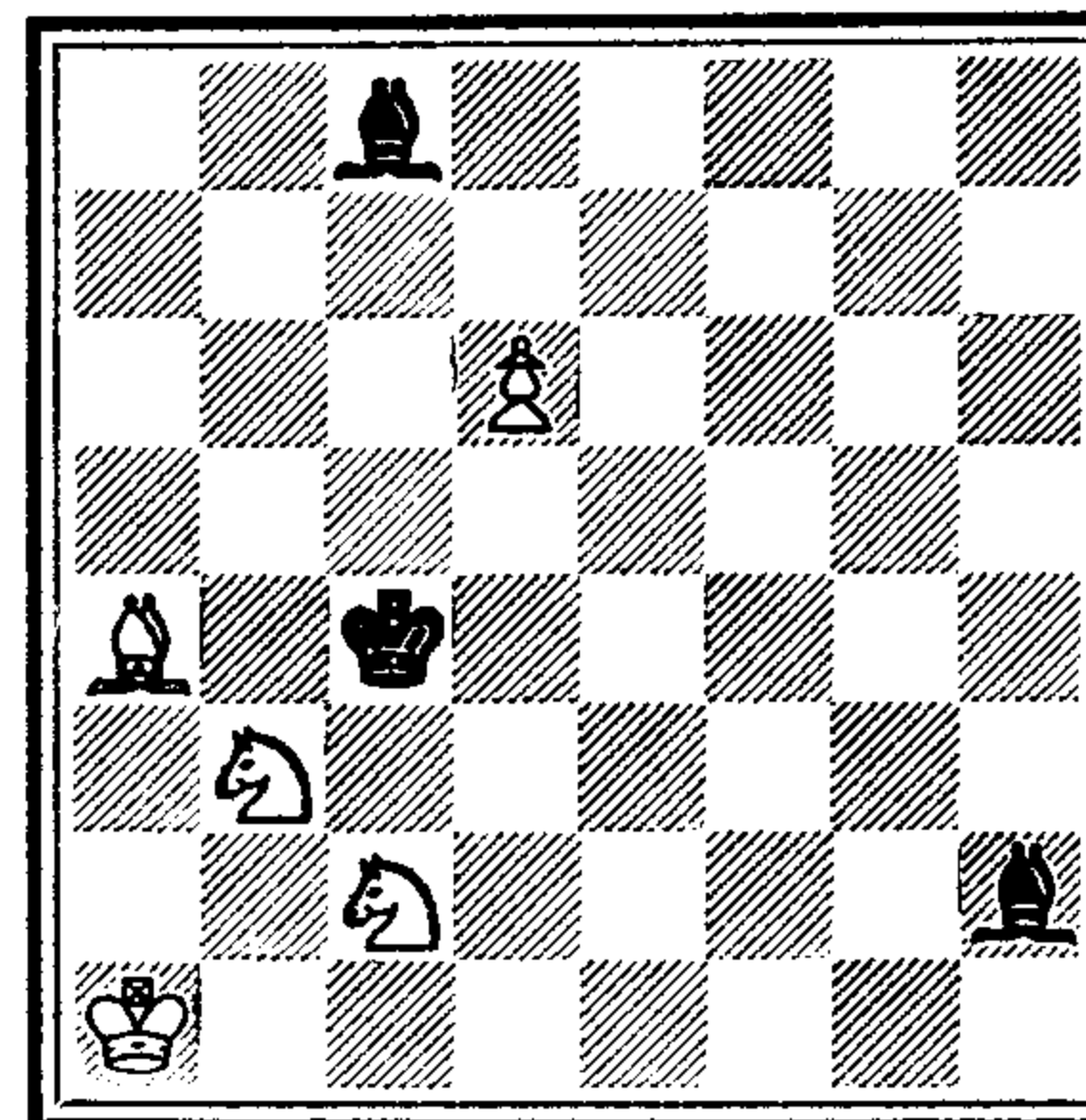
6 P—B5!

Drawn

Black with two Rooks and a Bishop ahead cannot possibly force a break through!

White must refuse all sacrifices (for instance 6 . . . B—B2, 7 K—K3, R—R5) and simply move his King!

B. A. BRON
WHITE TO PLAY AND WIN



First Prize—
1934 Tourney

As in many an Alekhine combination, the "kick" comes at the end!

Just as Black does win a Knight, he gets mated!

1 Kt—Q2ch

Of course not 1 P—Q7, B x P, 2 B x B, K x Kt.

1 K—Q6

And not 1 . . . K—B6, 2 Kt—K4ch, K—Q6, 3 Kt—B5ch, and wins.

2 Kt—K1ch K—K7

If 2 . . . K x Kt, 3 Kt—B3ch, followed by 4 Kt x B.

3 B—Kt5ch K—Q8!

If either Knight is captured, then 4 Kt—B3ch, and 5 Kt x B wins.

4 P—Q7 B x P

5 B x B B—K4ch

6 K—Kt1!

The Knights are still safe, as 6 . . . K x Kt, 7 Kt—B3ch, K moves, 8 Kt x B wins.

6 B—B6

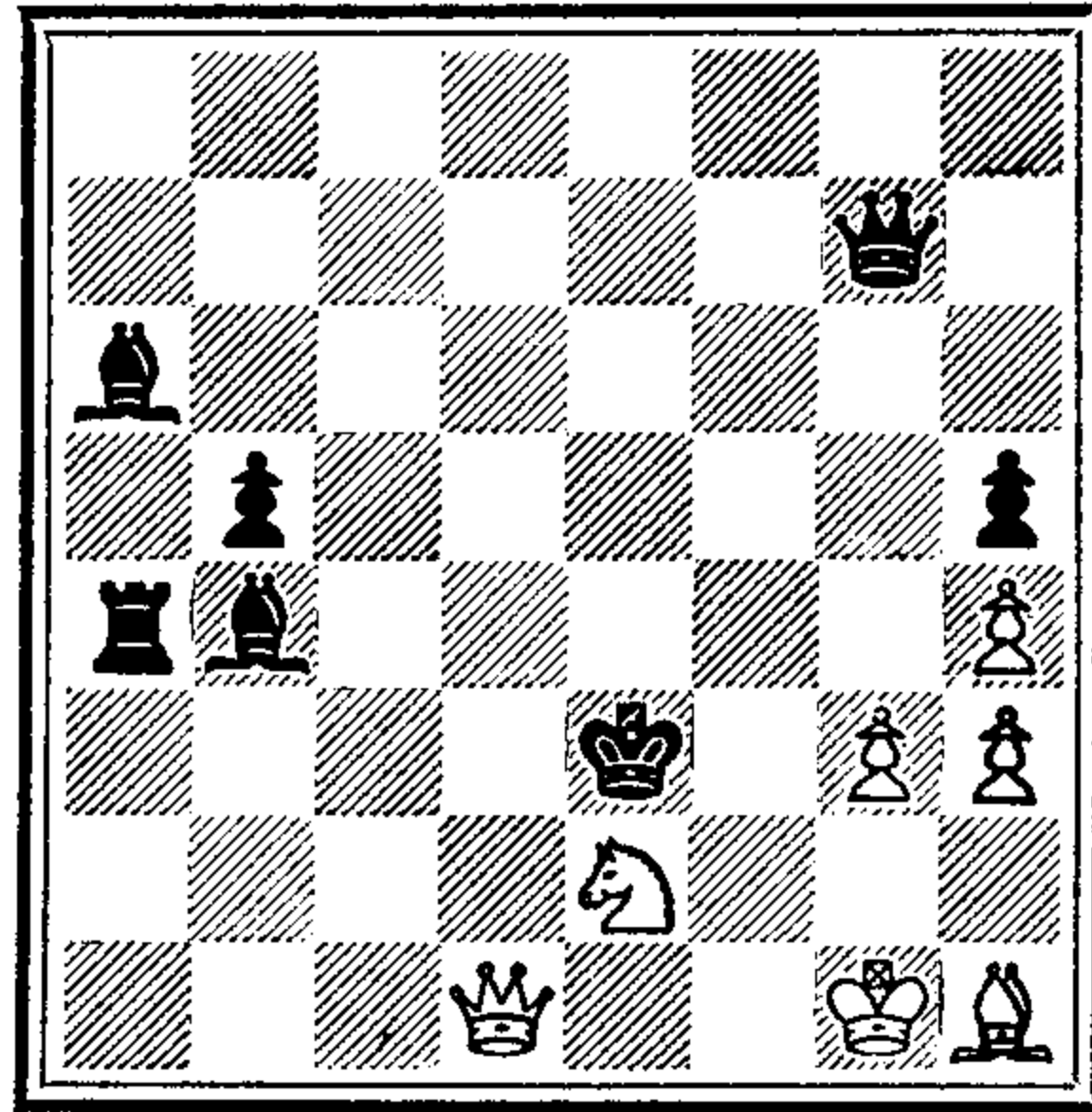
Now it looks as if one of them must go!

7 Kt—K4! B x Kt

Finally winning the Knight, but—

8 B—Kt4 mate!

G. M. KASPARYAN
WHITE TO PLAY AND DRAW



First Prize—
"Chess in U.S.S.R."
1935

"Perpetual Stalemate" is beautifully shown by Kasparyan in this first prize winner, with both sides trying vainly to sacrifice their Queens!

The humor of the situation does not detract from the magnificence of the conception!

1 Kt—B4

Threatening 2 Q—Q3 mate, or 2 Kt—Q5 mate.

1 Q x Pch!

2 Kt—Kt2ch K—K5

3 Q x R!

So that, if 3 . . . P x Q, stalemate.

3 Q—R7ch

Now, if 4 K x Q, P x Q and Black wins.

4 K—B2! Q—Kt8ch

Again, if 4 . . . P x Q, stalemate.

Black again tries to sacrifice his Queen, and win; but White keeps pinning himself!

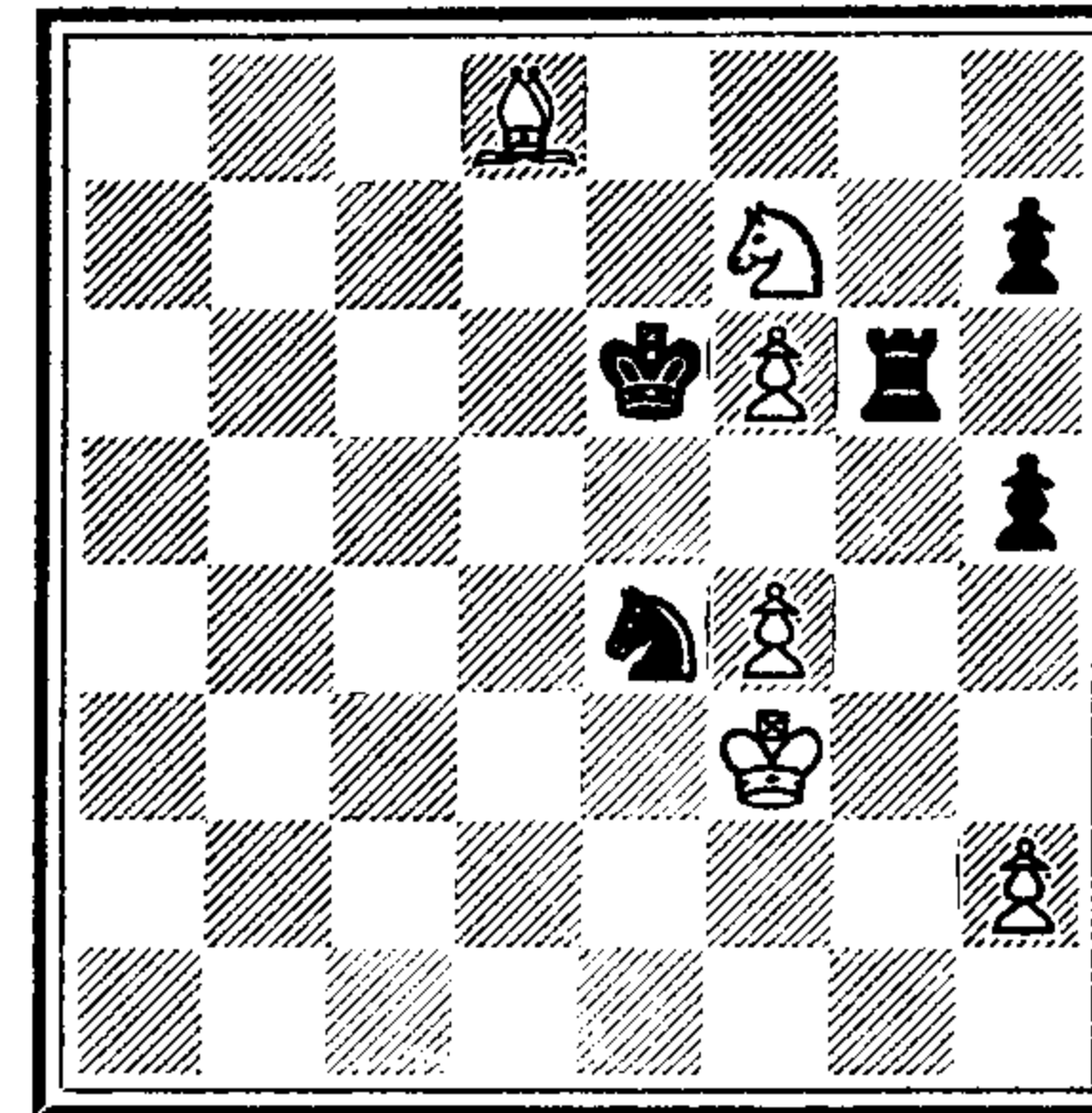
5 K—Kt3! Q—B7ch

6 K—R2! Q—Kt6ch

7 K—Kt1!

And draws.

T. B. GORGIEV
WHITE TO PLAY AND WIN



V-VI Prize
Composing Tourney
1929

A masterpiece of finesse!
Black's defence is subtle, but White forces the win artistically!

1 P—B5ch K x P

2 Kt—R6ch! R x Kt

If 2 . . . K—K3, 3 P—B7!

3 P—B7 Kt—Kt4ch

4 B x Kt K x B

White cannot Queen the Pawn, as R—B3ch would draw.

5 P—R4ch! K—Kt3!

A clever defence! If 6 P—B8 (Q), Black is stalemate, and making a Rook leaves a simple draw position!

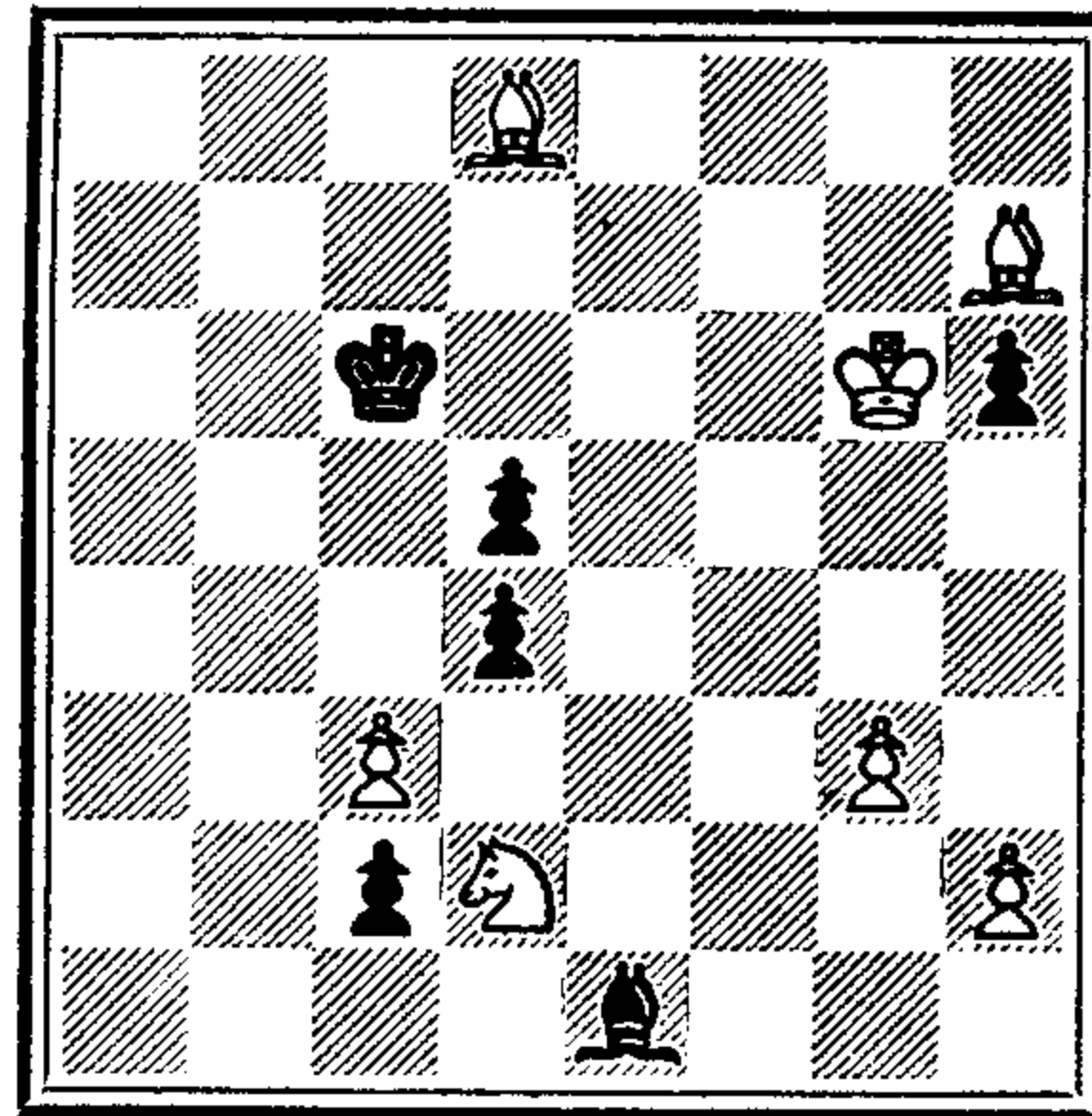
But the win is there!

6 P—B8 (B)! K—B4

7 B x R

And wins.

V. A. KOROLIKOV
WHITE TO PLAY AND DRAW



"Schachmatny Listok"
1930

Beautiful and original — but then so are all of Korolikov's ideas!

The second move is a honey!

1 Kt—Kt3	P—Q6
2 B—Kt5!!	P x B
3 K—R6!	P—B8 (Q)
4 Kt x Q	P—Q7
5 Kt—Kt3	P—Q8 (Q)
6 B—B2!	Q—Kt5

Of course if 6 . . . Q x B, or Q—K7 or Q—B6, then 7 Kt—Q4ch wins the Queen.

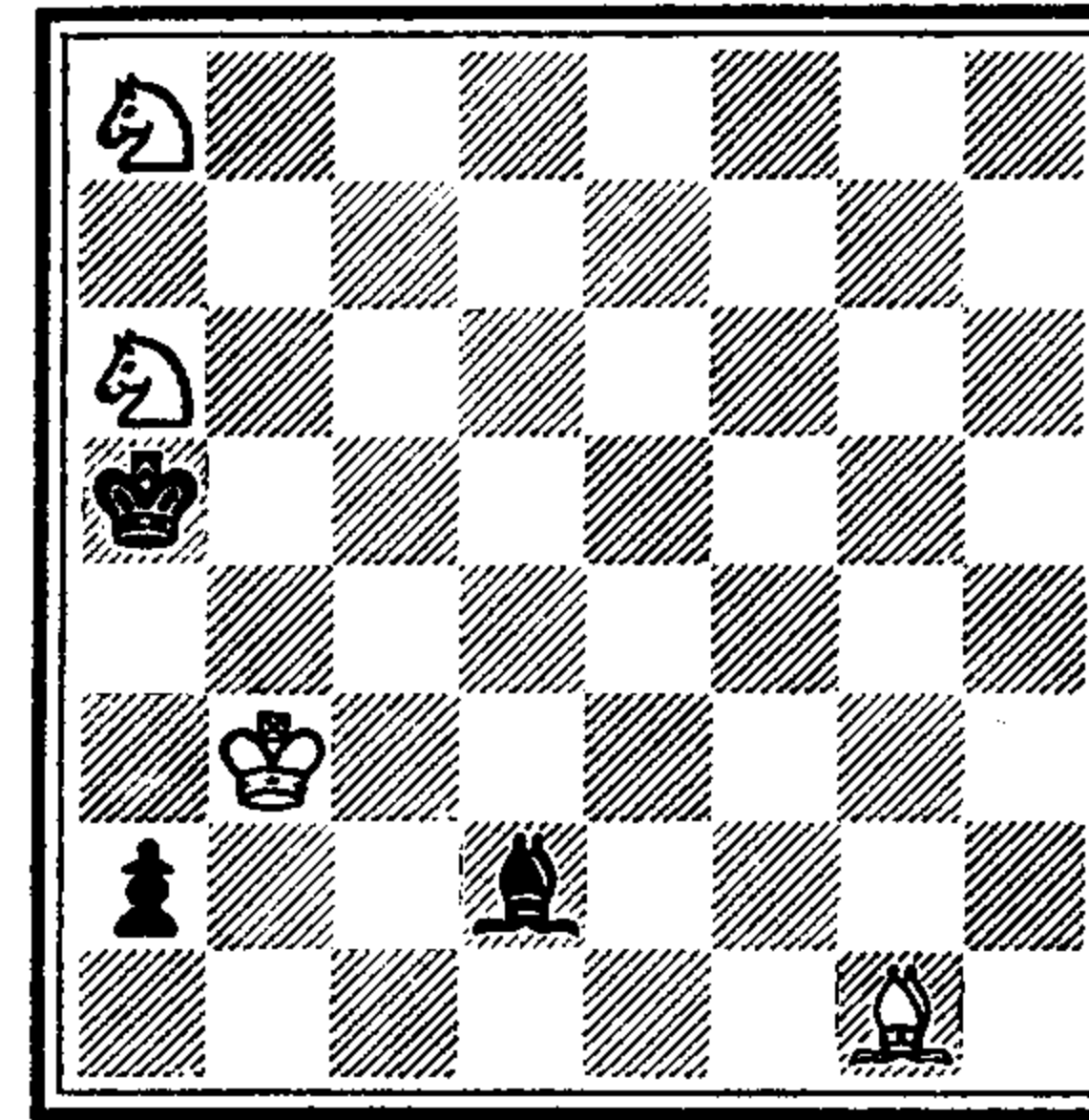
7 B—B5!	Q—Q8
---------	------

On 7 . . . Q—QR4, 8 B—Q7ch, K x B, 9 Kt—B5ch wins the Queen.

8 B—B2

And draws by chasing the Queen from Q8 to Kt5 and back again!

A. S. GUREWITZ
WHITE TO PLAY AND WIN



"64" 1932

Pretty maneuvering of minor pieces, involving stalemate, underpromotion and surprise mates!

Quick action is necessary, as Black threatens P—R8 (Q) as well as K x Kt.

1 Kt (R6)—B7
--------------	-----------

Threat: 2 B—Kt6 mate.

1	P—R8 (Kt) ch
2 K—Kt2	Kt—Kt6!
3 K x Kt	B—K6!

Playing for stalemate.

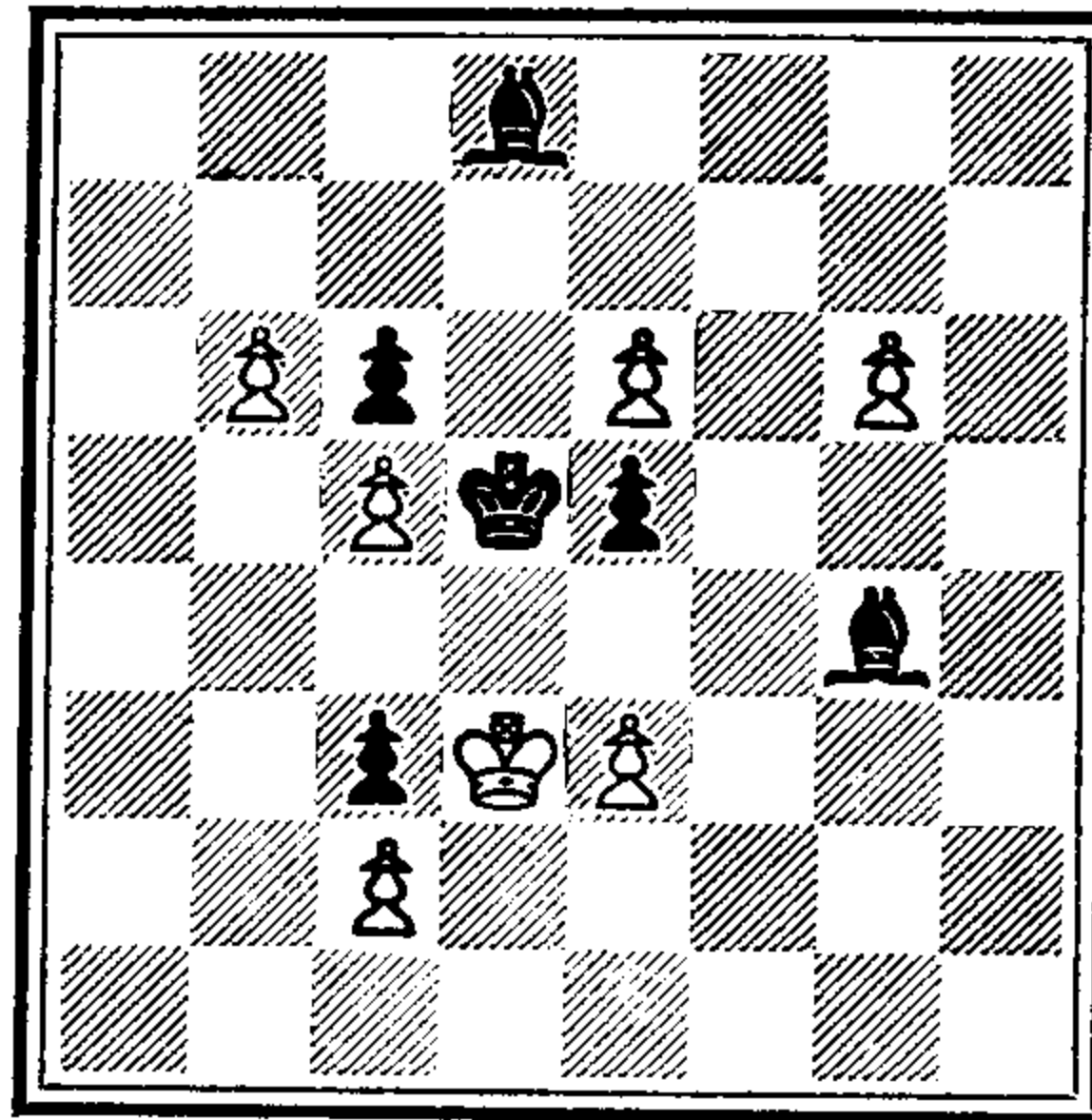
4 B—R2	B—Kt8
5 B—B4!!	B—K6!

White still cannot play 6 B x B but he has a trump card left.

6 Kt—Kt6! and wins

If 6 . . . K x Kt, 7 Kt—Q5ch
 If 6 . . . B x B, 7 Kt—B4 mate.
 If 6 . . . B x Kt, 7 B—Q2 mate.

K. A. L. KUBBEL
WHITE TO PLAY AND WIN



150 Endspielstudien
1925

Before you solve this gem, see if you can pick out the most important White Pawn!

Ten to one you guess wrong!

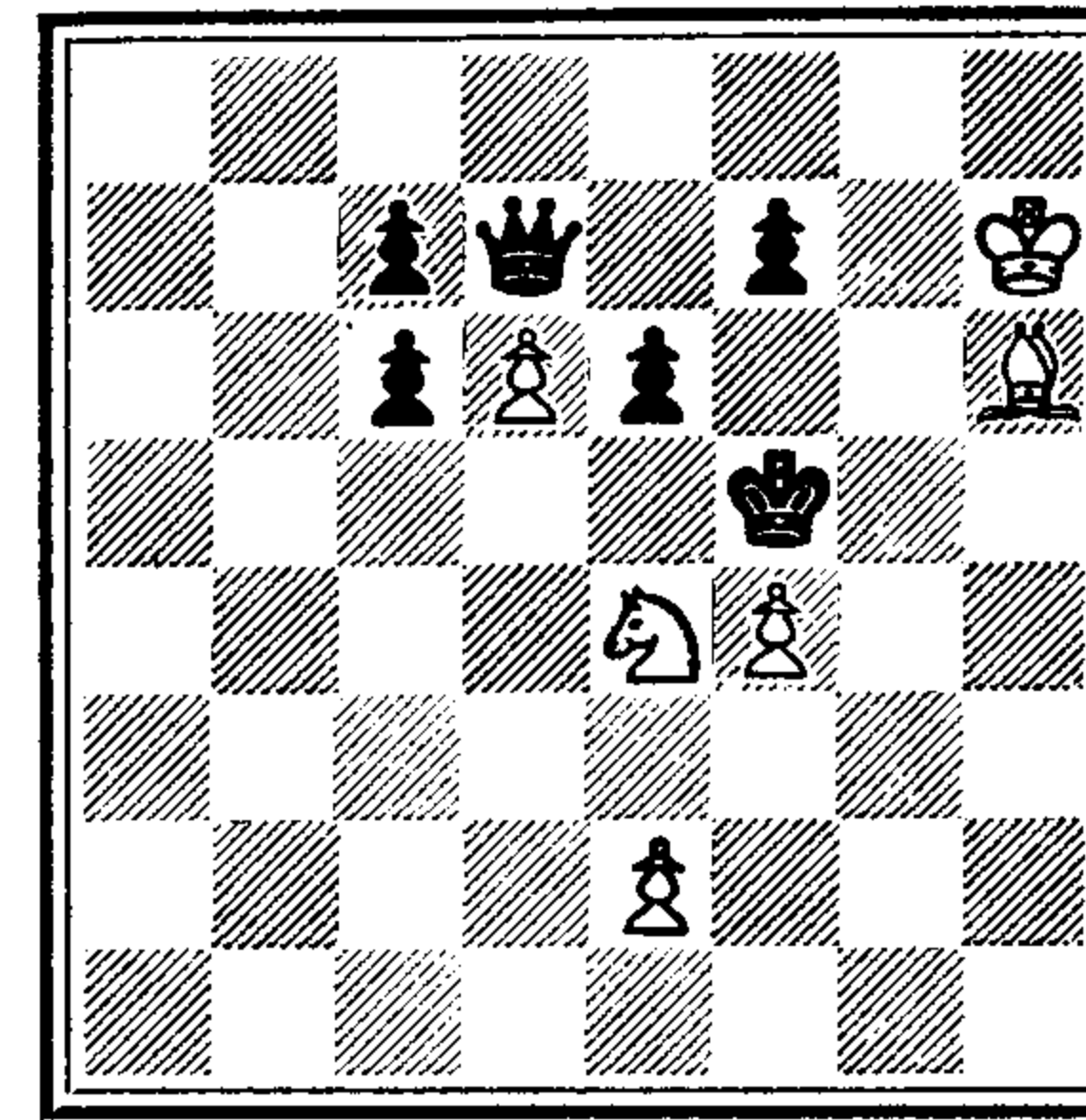
White has three passed Pawns, but Black has two Bishops!
1 P—QKt7 does not win as after 1 . . . B—B2, 2 P—K7, B—B4ch followed by 3 . . . B x P and the pawns are stopped.

- | | |
|----------|--------|
| 1 P—K7! | B x P |
| 2 P—QKt7 | P—K5ch |
| 3 K x P | B—B3ch |
| 4 K—Kt4! | B—K4 |
| 5 P—Kt7 | B—K3 |

Now both Pawns are stopped, but White has a surprise up his sleeve!

- 6 P—B4
Mate!

M. B. NEWMAN
WHITE TO PLAY AND DRAW



"Schachmaty Vestnik"
1914

White attacks with Morphy-like elan to bring about a sparkling finish!

- 1 Kt—B6

On Black's reply 1 . . . Q x P, 2 P—K4ch, K x Kt, 3 B—Kt5 mates.

- | | |
|-----------|---------|
| 1 | K x Kt |
| 2 P—K4 | |

Still threatening mate!

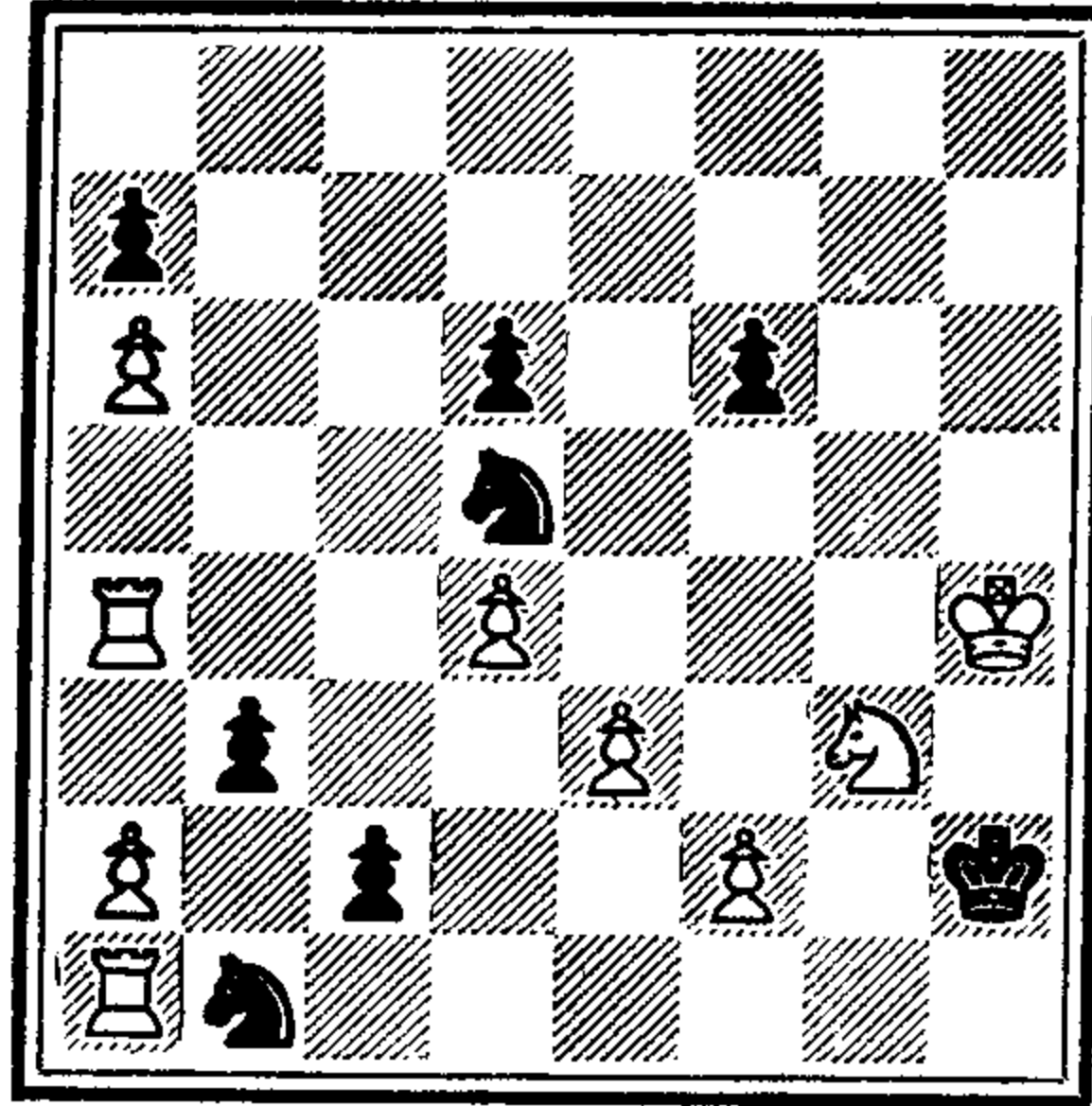
- | | |
|-----------|-------|
| 2 | P—K4! |
| 3 B—Kt7ch | K—K3 |
| 4 P—B5ch | K x P |
| 5 B—B8ch | Q—K2 |

White could ruin everything now by 6 B x Qch.

- | | |
|---------|-------|
| 6 P—B6! | Q x B |
|---------|-------|

Stalemate.

F. M. SIMKOVITSCH
WHITE TO PLAY AND DRAW



"64" 1935

A stalemate from this position in 8 moves seems incredible, as White has 7 mobile pieces on the board. The solution is as beautiful as it is ingenious.

- | | |
|----------|----------|
| 1 R—B4 | P—Kt7 |
| 2 R x P | P x R(Q) |
| 3 P—B3ch | K—Kt8 |
| 4 K—R3 | Kt x P |

White was threatening 5 R—KKt2 mate.

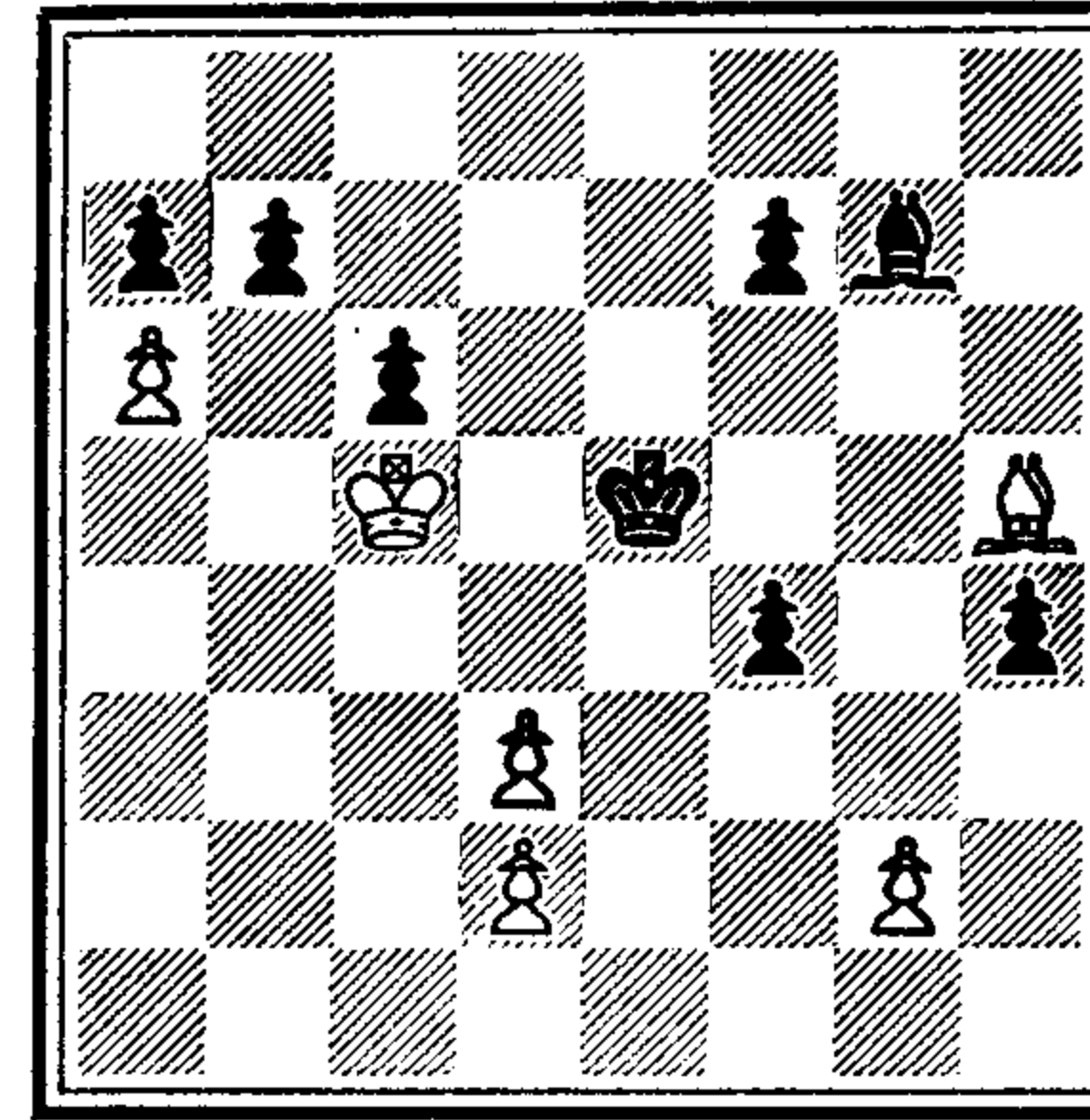
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| 5 R—R2 | |
|--------|-------|

Black is in a peculiar kind of "zugzwang". The Kt at K6 must stay there to prevent mate, the Queen cannot go to B6 or take the Queen Pawn on account of Kt—K2ch, and if the other Kt moves, then R—R1ch wins the Queen.

- | | |
|-------------|--------|
| 5 | P—B4 |
| 6 P—B4! | P—Q4 |
| 7 P—R3! | Q x RP |
| 8 R—Kt2ch | Kt x R |

Stalemate!

A. O. HERBSTMANN
WHITE TO PLAY AND WIN



Fifth Prize—
"Pravdi" 1927

A dramatic struggle culminating in a surprising and beautiful finish!

White cannot play at once 1 P x P, as 1 . . . B—B1ch, 2 K x P, B—Q3 stops the march of the Pawn. Therefore:

- | | |
|----------|------|
| 1 P—Q4ch | K—K5 |
|----------|------|

But not 1 . . . K—K3, 2 B—Kt4ch, P—B4, 3 B x Pch followed by 4 P x P, and White wins.

After the move actually played White still cannot win with 2 P x P, as 2 . . . B x Pch, 3 K x P, B—K4 stops the Pawn.

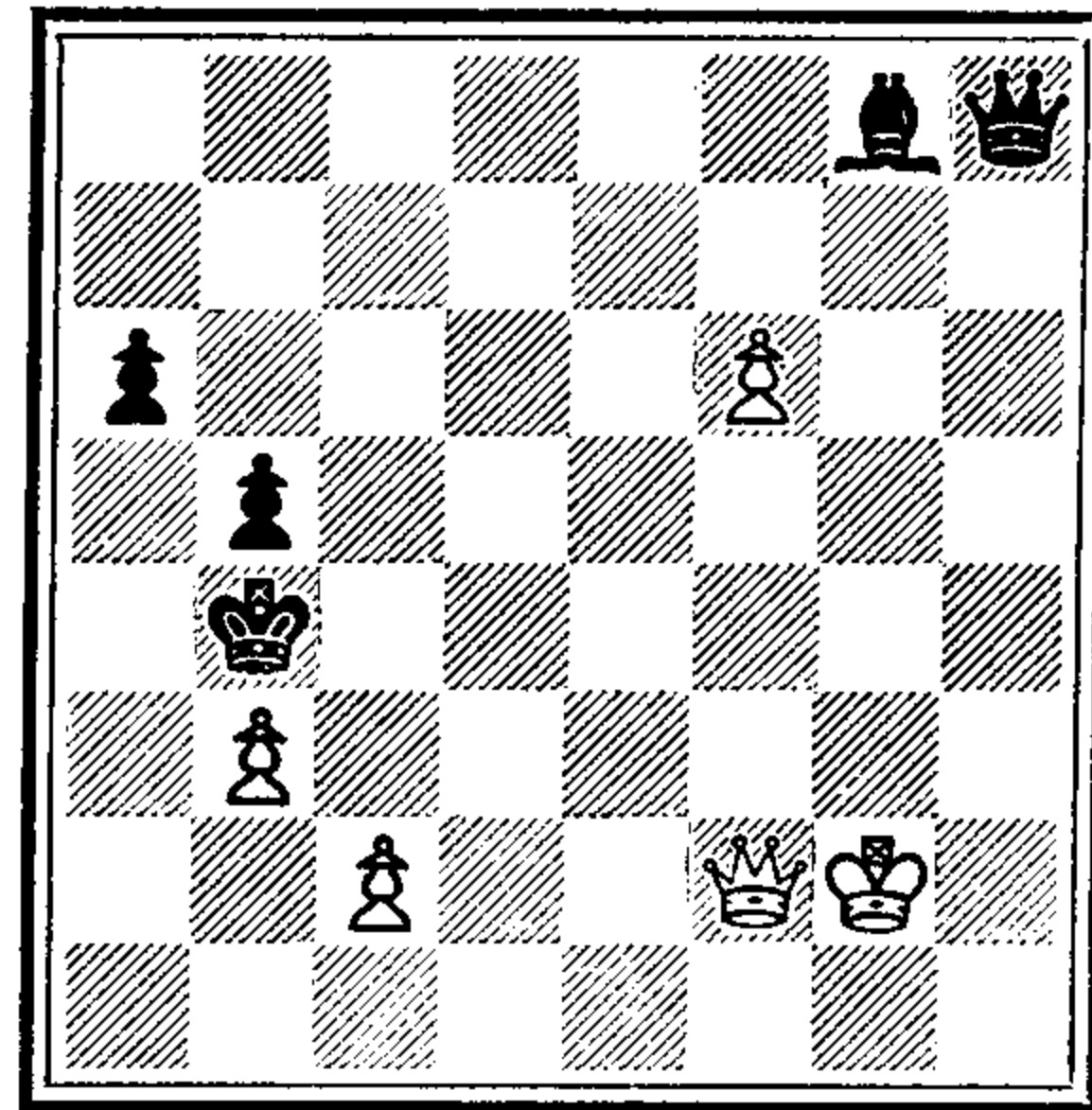
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|----------|------|
| 2 B—B3ch | K—Q6 |
|----------|------|

3 P x P is still premature, as 3 . . . B x Pch, 4 K—Q6 P—B3!
5 P—Kt8(Q), B—K4ch would save Black.

- | | |
|-----------|---------|
| 3 B—K2ch! | K—K5 |
| 4 P x P! | B x Pch |
| 5 K—B4! | B—K4 |
| 6 B—Q3 | |

Mate!

V. and M. PLATOV
WHITE TO PLAY AND WIN



"Sydsw. Dagbl. Snällposten"
1911

One would never suspect from the diagram that White could force a win of the Black Queen by getting her on the same diagonal, or on the same file as the King!

1 Q—Q4ch K—R6

On 1 . . . K—R4, White forces the win by 2 Q—Q8ch, K—Kt5,
3 Q—B8ch, K—R4, 4 P—B7!

2 Q—R1ch K—Kt5
3 P—B7!!

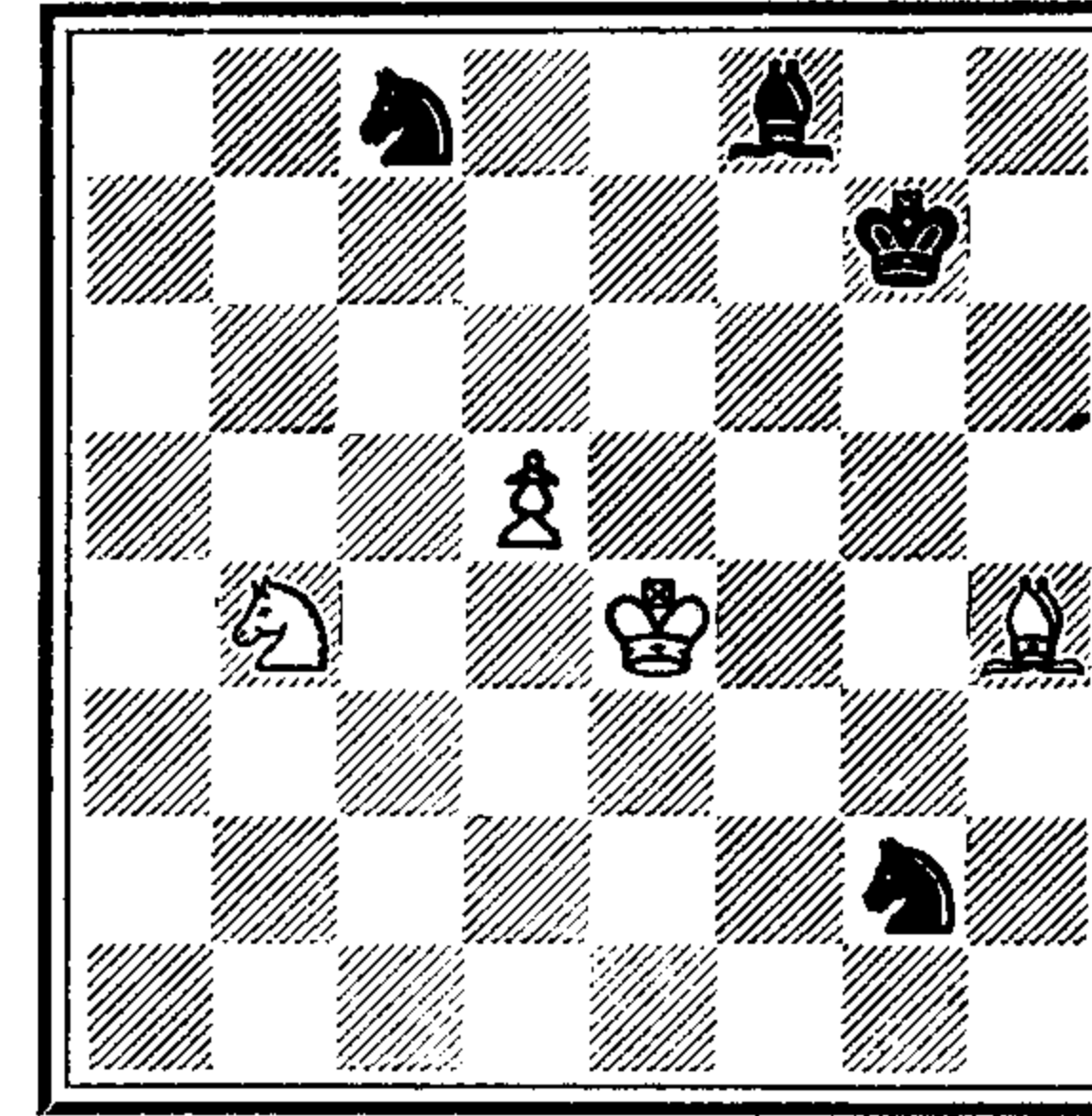
Brilliant and unexpected!

3 Q x Q
4 P—B8(Q)ch K—R4

If 4 . . . K—B6, 4 Q—B6ch and wins the Queen diagonally!

5 Q—Q8ch K—Kt5
6 Q—Q6ch K—R4
7 P—Kt4ch K—R5
8 Q x Pch K x P
9 Q x Q

And wins the Queen vertically!



K. A. L. KUBBEL
WHITE TO PLAY AND DRAW

Saragossa 1930

It takes accuracy to force the clever finish. Entertaining, as are all of Kubbel's productions.

1 B—B2! B x Kt
2 P—Q6 Kt x Pch

Or 2 . . . B x P, 3 K—B3, Kt—B5, 4 B—Kt3 and draws

3 K—B3 Kt—K8ch
4 K—K2 Kt—B7
5 K—Q3 Kt—R6

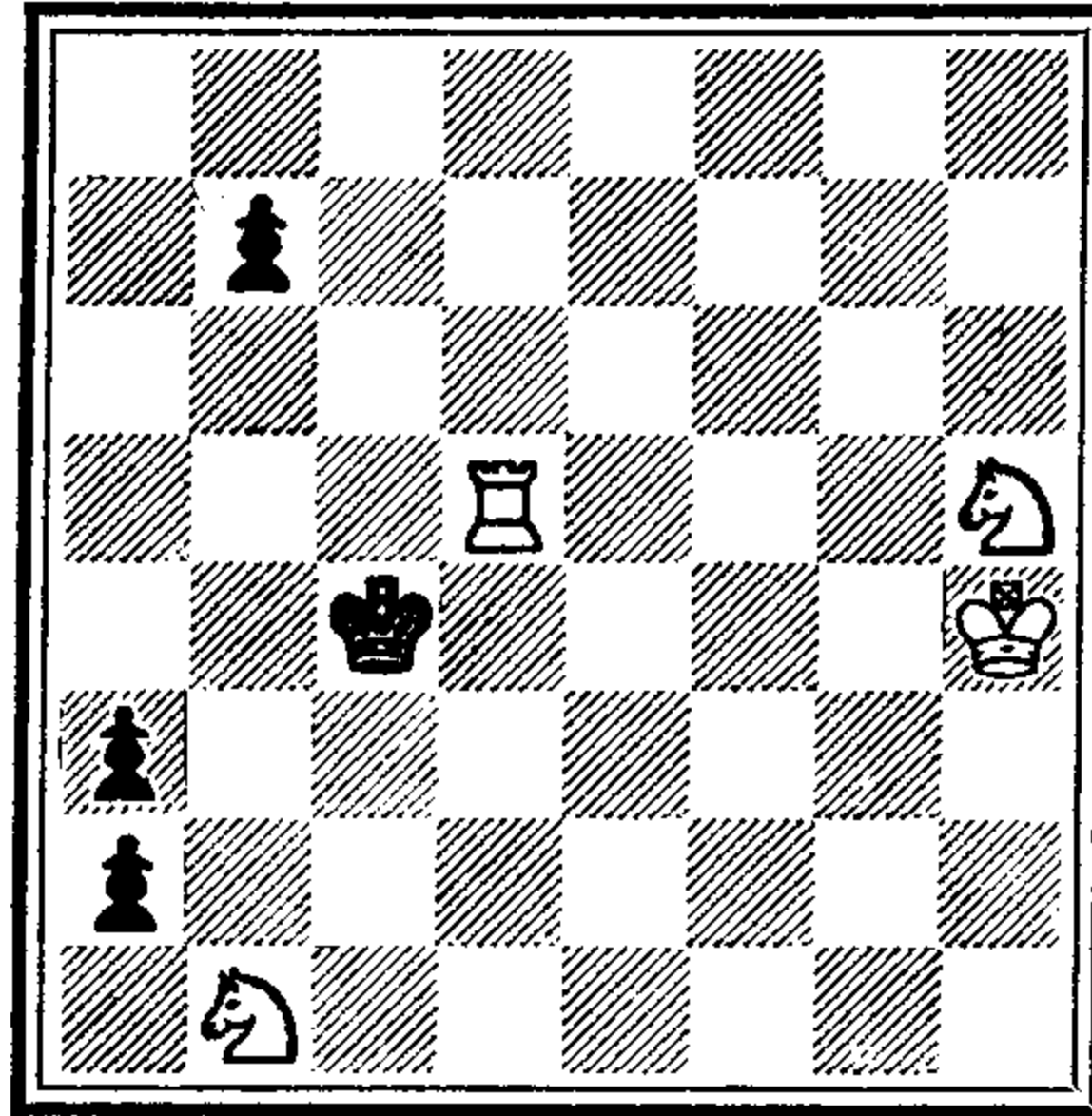
Of course, if 5 . . . Kt—R8, 6 B—Q4ch, followed by B x Kt.

6 B—Q4ch K—Kt3
7 B—B3 B—B4
8 B—Q4 B—Kt5

9 B—B3 and draws by "perpetual check" of the Bishop. Black of course cannot exchange Bishops as the two Knights alone cannot mate.

G. M. KASPARYAN
WHITE TO PLAY AND WIN

"Chess in U.S.S.R."
1936



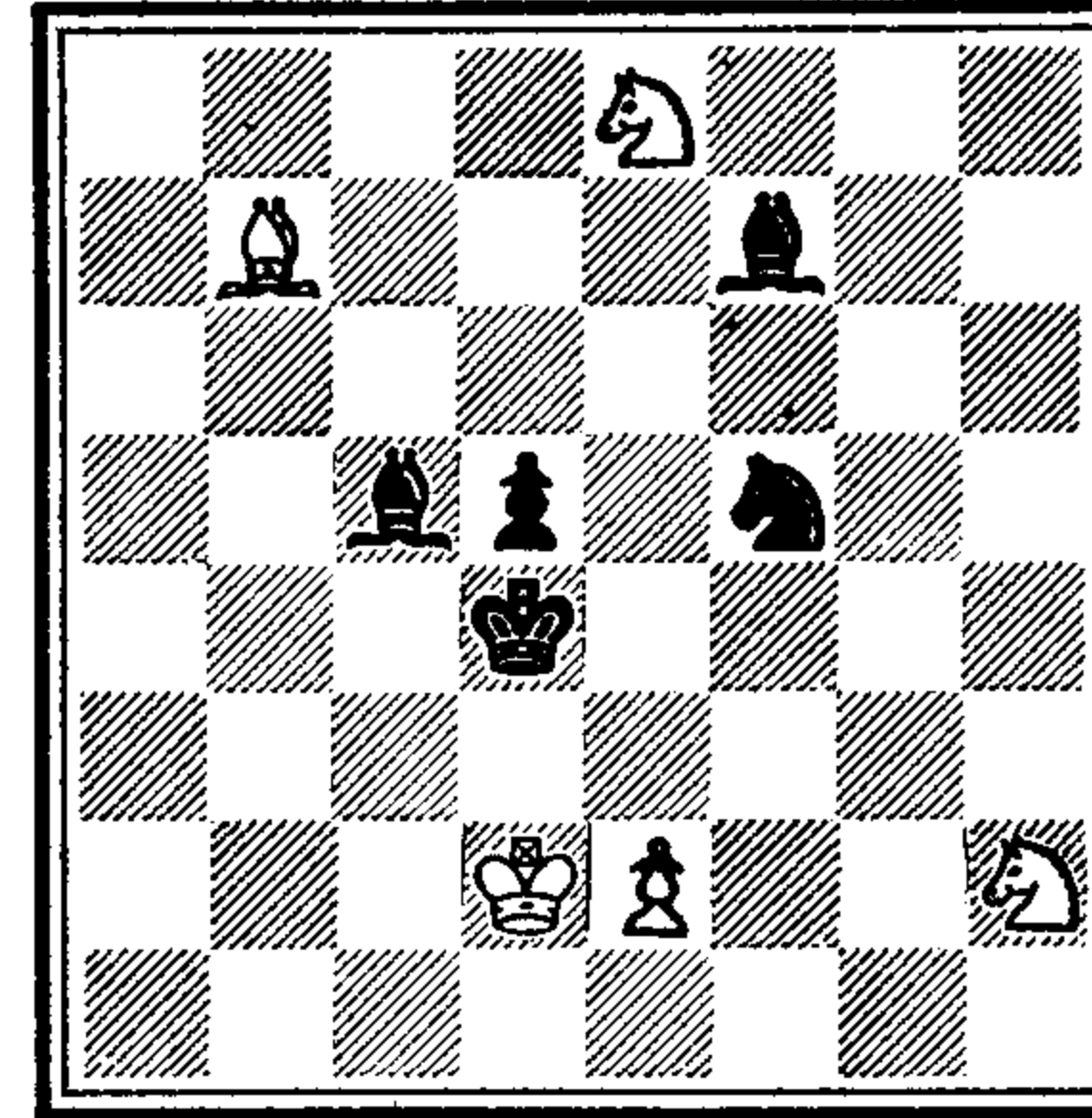
Two Knights work together harmoniously, hem the Black King in, giving him just enough breathing space to avoid stalemate, let him Queen a Pawn, and then finish him off.

- | | |
|---|----------|
| 1 R—Q1 | K—Kt6 |
| Not 1 . . . P—R8 (Q), 2 Kt—Q2ch, followed by 3 R x Q. | |
| 2 Kt—Q2ch | K—B7 |
| 3 R—QR1 | K—Kt7 |
| 4 Kt—KB4 | K x R |
| Of course if the Pawns were off the board, White could not win. | |
| 5 Kt—Q3 | P—Kt4 |
| 6 K—Kt4 | P—Kt5 |
| 7 K—B3 | P—Kt6 |
| 8 K—K2 | P—Kt7 |
| 9 Kt—Kt3ch | K—Kt8 |
| 10 K—Q1 | |
| If 10 . . . P—R8 (Kt), 11 Kt—Q2ch, K—R7, 12 Kt—Kt4 mate. | |
| 10 | P—R8 (Q) |
| 11 Kt—Kt4! | Q—R7 |
| 12 Kt—Q2ch | K—R8 |
| 13 Kt—B2 | |

Mate.

A. S. GUREWITZ
WHITE TO PLAY AND WIN

Second Prize—
B. C. F. Tourney
1932

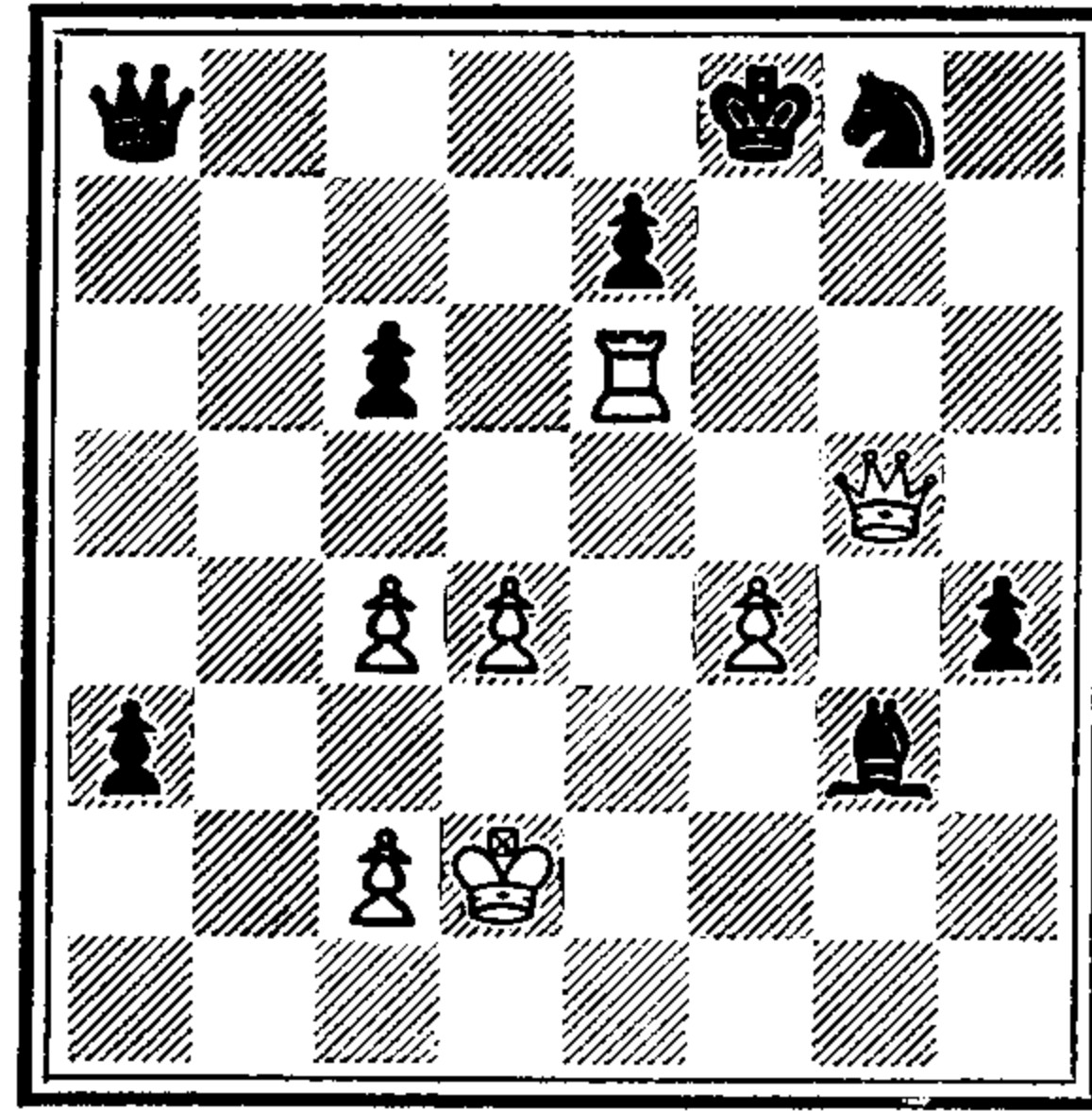


A prize-winning example of checkmate in the middle of the board!

- | | |
|--|---------|
| 1 Kt—B3ch | K—K5! |
| 2 Kt—Kt5ch | K—K4 |
| 3 Kt x Bch | K—K3 |
| 4 Kt—R8! | |
| And not 4 Kt—Kt5ch, K—K2, 5 Kt—QB7, B—K6ch. | |
| 4 | K—Q2 |
| 5 Kt—B6ch | K—B2 |
| 6 B—R6! | |
| If 6 B x P, B—Q5, 7 Kt—K8ch, K—Q1. | |
| 6 | B—Q5 |
| 7 Kt x Pch | K—Q3 |
| 8 Kt—KKt6! | K x Kt |
| 9 P—K4ch! | |
| If Black replies 9 . . . K—K3, 10 B—B8ch wins. | |
| 9 | K x P |
| 10 B—Kt7 | |

Mate!

K. A. L. KUBBEL
WHITE TO PLAY AND WIN



First Prize—
"64" 1925

After a startling Queen sacrifice, White plays a quiet and modest King move, and Black is helpless!

1 R—Kt6 Kt—B3
2 Q—R6ch K—B2

If 2 . . . K—K1, 3 Q—R8ch, K—B2, 4 R—Kt7ch, followed by 5 Q x Q wins.

3 R x Ktch P x R

Or, if 3 . . . K—Kt1, 4 Q—Kt5ch, K—R2, 5 R—R6 mate.

4 Q—R7ch K—K3
5 P—B5ch K—Q3
6 P—B5ch K—Q4
7 Q—Kt8ch!!

Beautiful and unexpected!

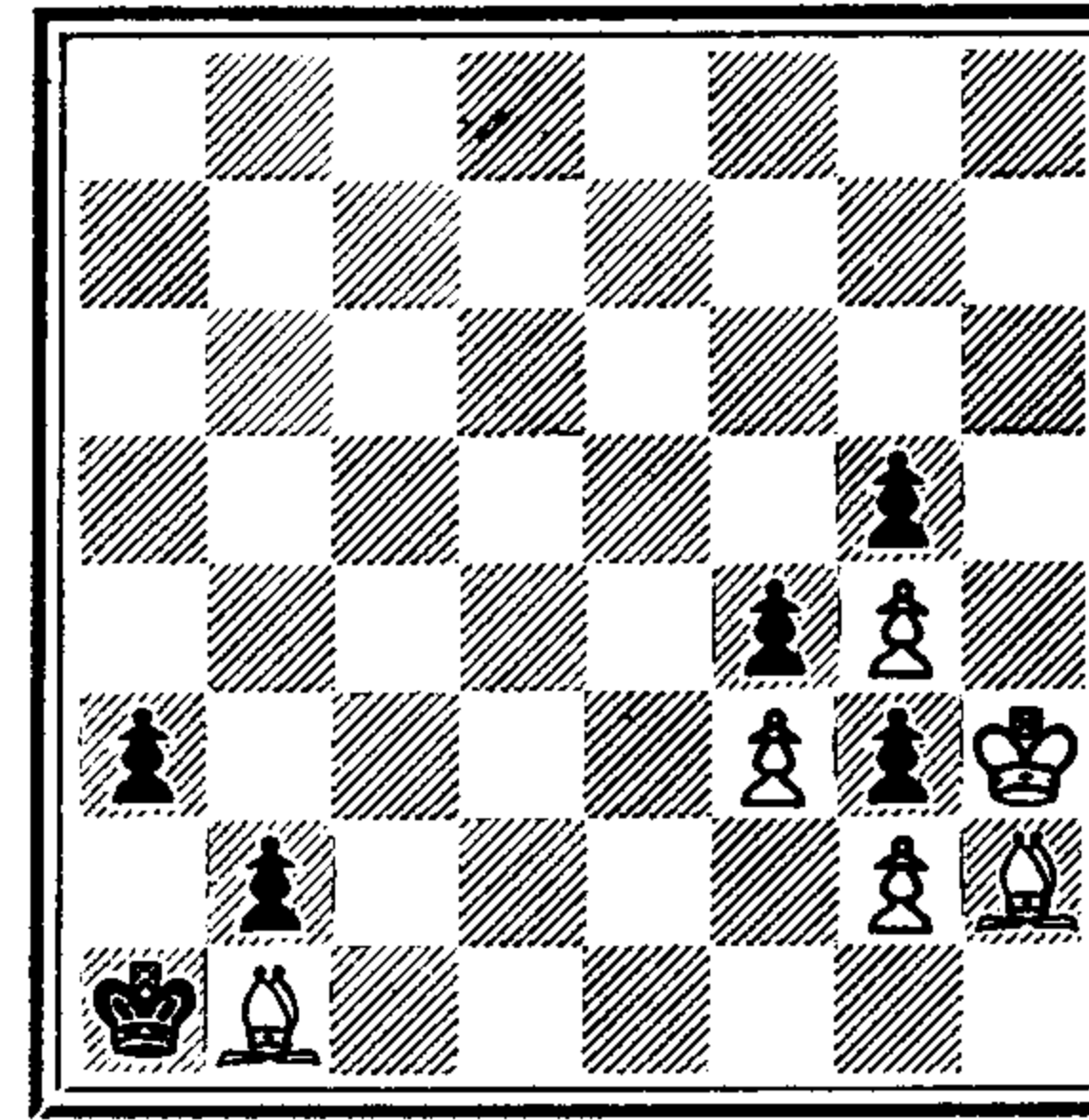
7 Q x Q
8 K—Q3!

A "quiet" but powerful move!

8 Any
9 P—B4

Mate!

L. SEMISASHENOV
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1940

A delightful and picturesque finish is the climax of this fine production!

An interesting feature is the way the Bishops sweep the long diagonals!

1 B—Kt1

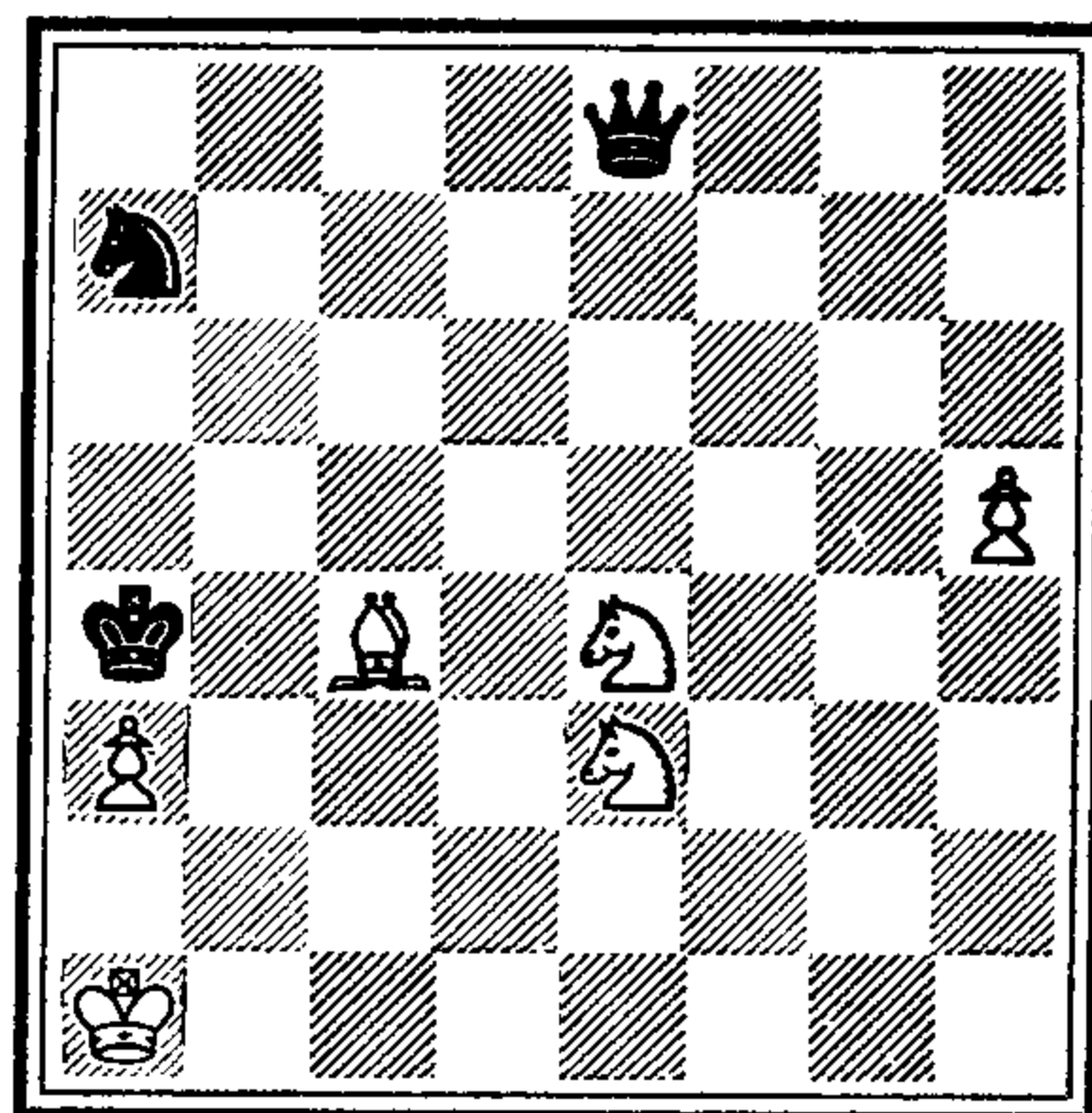
If Black replies 1 . . . K x B, 2 B—Q4, K—B7, 3 B x P, P x B stalemate!

1 P—R7
2 B—KR7! P—Kt8 (Q)
3 B—Q4ch Q—Kt7
4 B—R8!

The Queen cannot stop anywhere along the diagonal, on account of 5 B x Q mate; the Bishop must be captured!

4 Q x B
 Stalemate!

M. B. NEWMAN
WHITE TO PLAY AND WIN



"Chess Amateur"
1913

With the very first move, Black is tossed on the horns of a dilemma—and kept there!

1 B—Kt5ch!!

If 1 . . . K x B, 2 Kt—Q6ch, wins the Queen.

1 . . . Kt x B, 2 Kt—B5ch, K x P, 3 Kt—B2 mate.

1 . . . Kt x B, 2 Kt—B5ch, K—R4, 3 Kt—B4 mate.

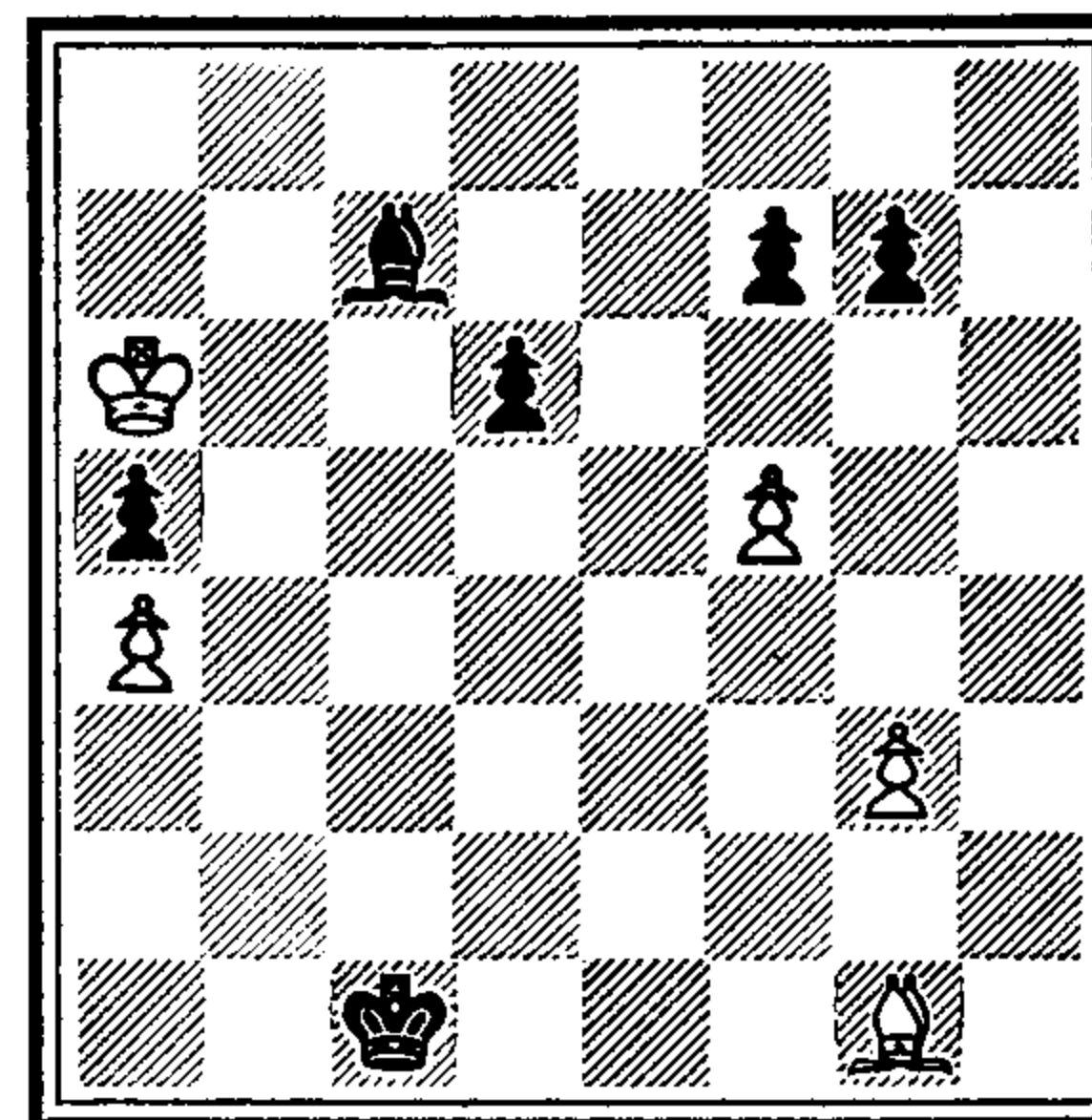
1	Q x B
2 Kt—B3ch	K x P
3 Kt x Qch	Kt x Kt
4 P—R6	Kt—Q3

So that if 5 P—R7, Kt—B2.

5 Kt—B4ch!	Kt x Kt
6 P—R7	

And wins.

A. A. TROITZKY
WHITE TO PLAY AND WIN



500 Endspielstudien
1924

An amusing chase!

The Bishop proves no match for the King in this pretty episode!

1 P—B6

P x P

If Black refuses the Pawn, he loses quickly by 1 . . . P—Kt3 (or 4), 2 K—Kt7, B—Q1, 3 B—Q4, K—B7, 4 K—B8.

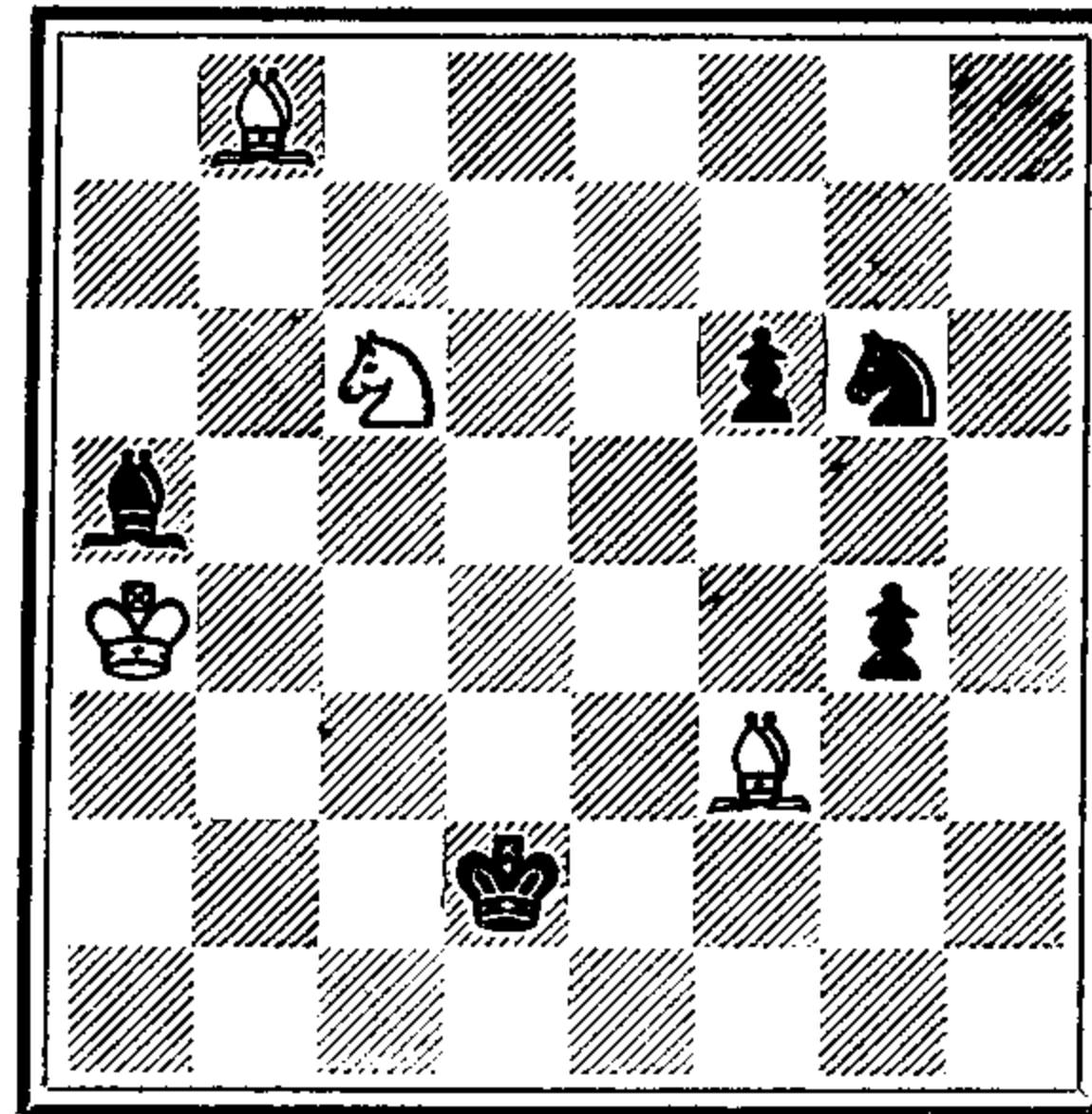
2 K—Kt7	B—Q1
3 K—B8	B—K2
4 K—Q7	B—B1
5 B—K3ch!

Shutting off the Black Bishop's escape, via R3.

5	K—B7
6 K—K8	B—Kt2
7 K x P	B—R1
8 K—Kt8	

And wins

S. M. BIRNOV
WHITE TO PLAY AND WIN



II-III Prize
"64" 1935

Black's Knight and Bishop run around frantically seeking refuge. They find safety, but the White pieces have meanwhile woven an artistic mating net for the King!

1 B—K4	P—B4
2 B x P	Kt—R5
3 B—B4ch	K—B6!

Best, as 3 . . . K—K7 (or Q8), 4 B x Pch, or 3 . . . K—K8, 4 B—Kt3ch.

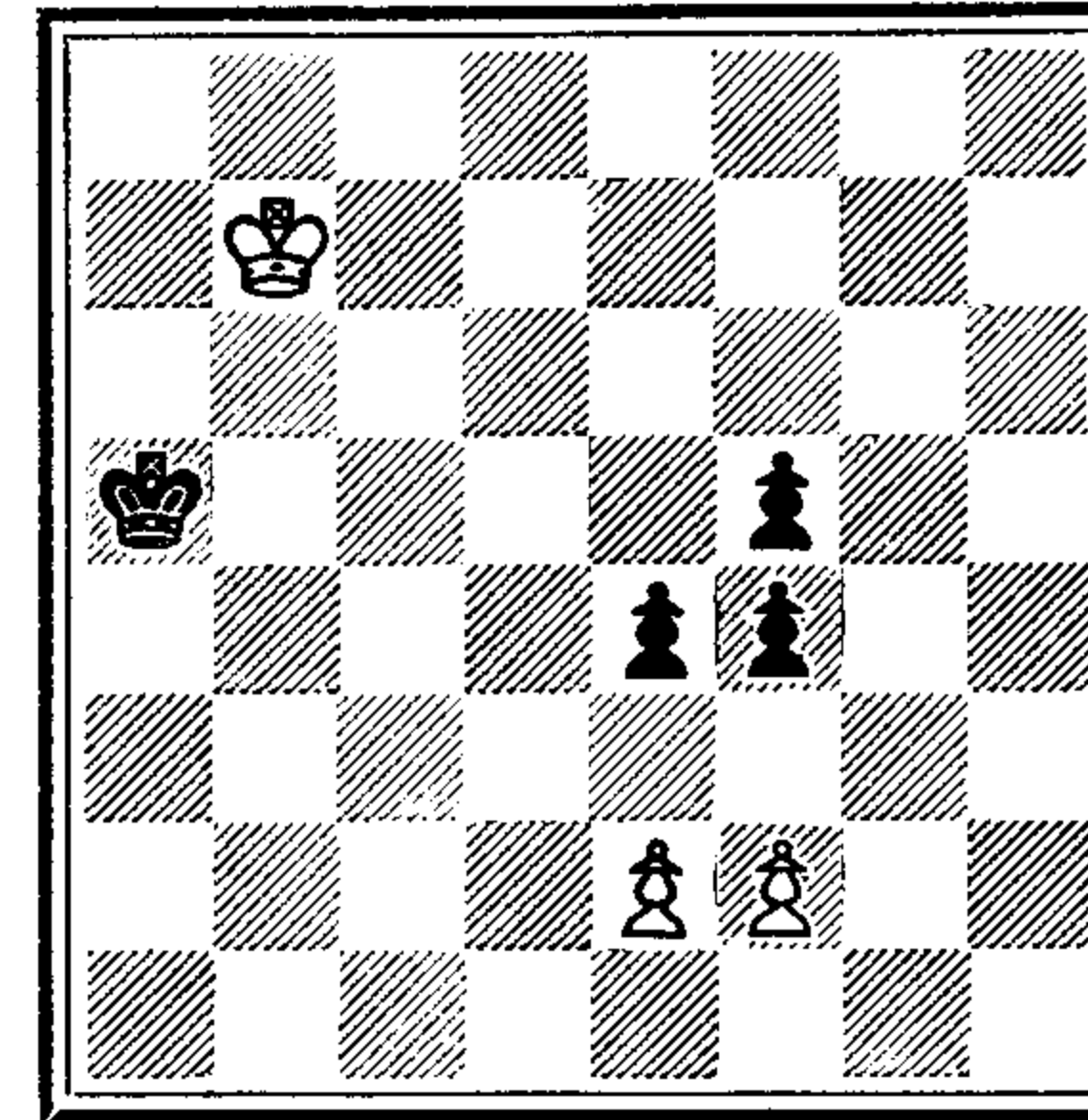
4 B x P	B—Kt3
5 B—Kt3	Kt—Kt7

If 5 . . . Kt—Kt3, 6 B—B5, Kt—B1, 7 B—Q6 wins the Knight.

6 B—B3	Kt—K6
7 K—Kt5!	B—Q5
8 B—K1ch	K—Q6
9 Kt—Kt4	

Mate.

A. KOWALENKO
WHITE TO PLAY AND DRAW



"Schachmatny Listok"
1927

Beautiful ideas may be concealed in the simplest looking positions!

For instance, would you suspect a stalemate lurking in this one?

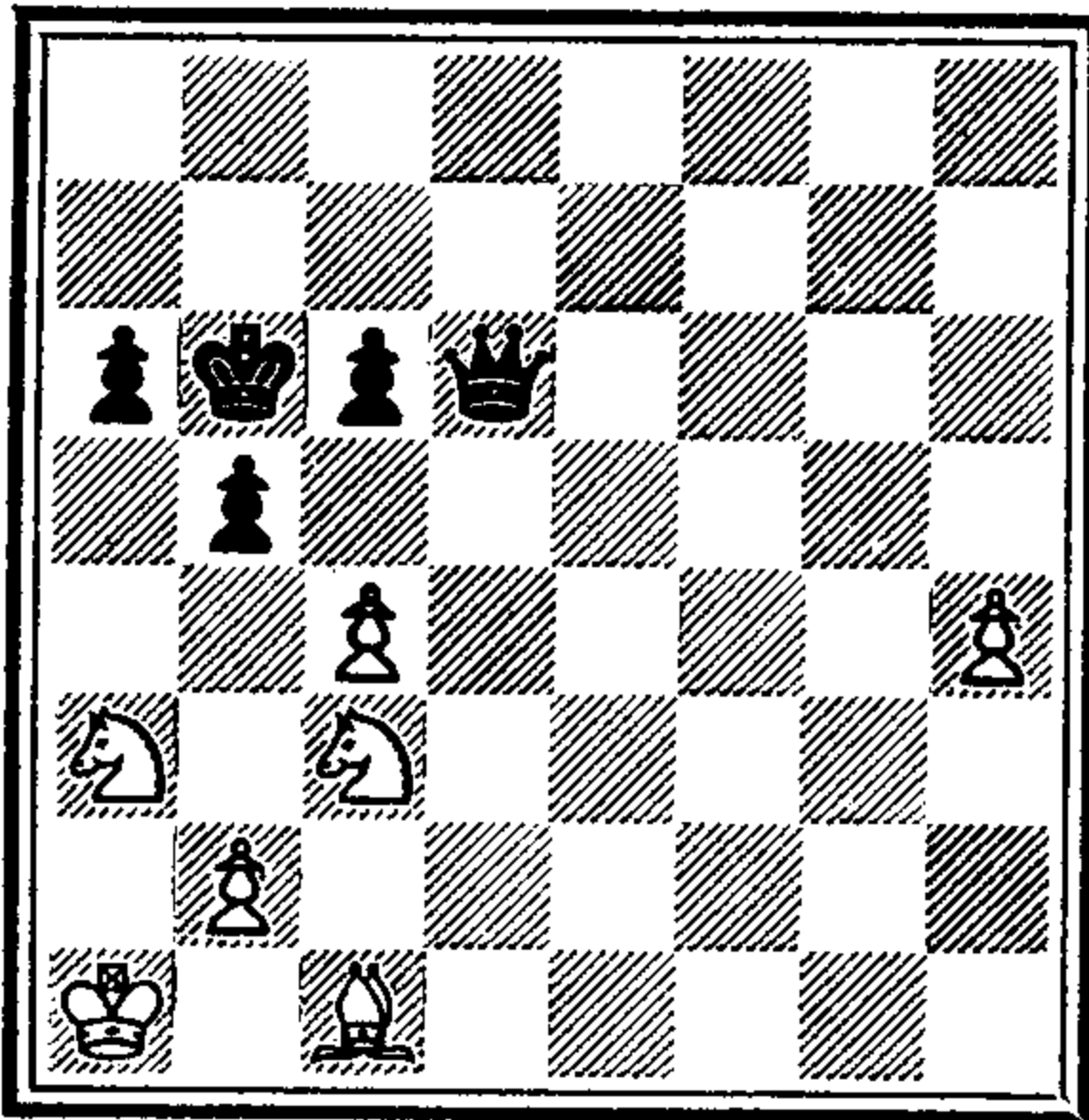
1 K—B6	K—Kt5
2 K—Q5	K—B6
3 K—K5	P—K6
4 K x P (B4)!	P x P
5 K—K3	P—B8 (B)

Of course if 5 . . . P—B8 (Q or R), White is stalemate!

6 K—B4	B—R6
7 P—K4!	

Drawn, as Black must lose his last Pawn.

B. A. BRON
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1939

If the pin doesn't work on one diagonal, why move everything over to another diagonal!

1 P-B5ch Q x P

If 1 . . . K x P, 2 Kt-K4ch, wins the Queen.

2 Kt-R4ch P x Kt

Of course forced.

3 B-K3

So that, if 3 . . . Q x B, 4 Kt-B4ch, followed by 5 Kt x Q.

But even though the Queen is pinned, Black has a pretty defence!

3 K-R4!

Now, if 4 B x Q, Black is stalemate!

4 P-Kt4ch! Q x P

5 B-Q2

This time the pin works!

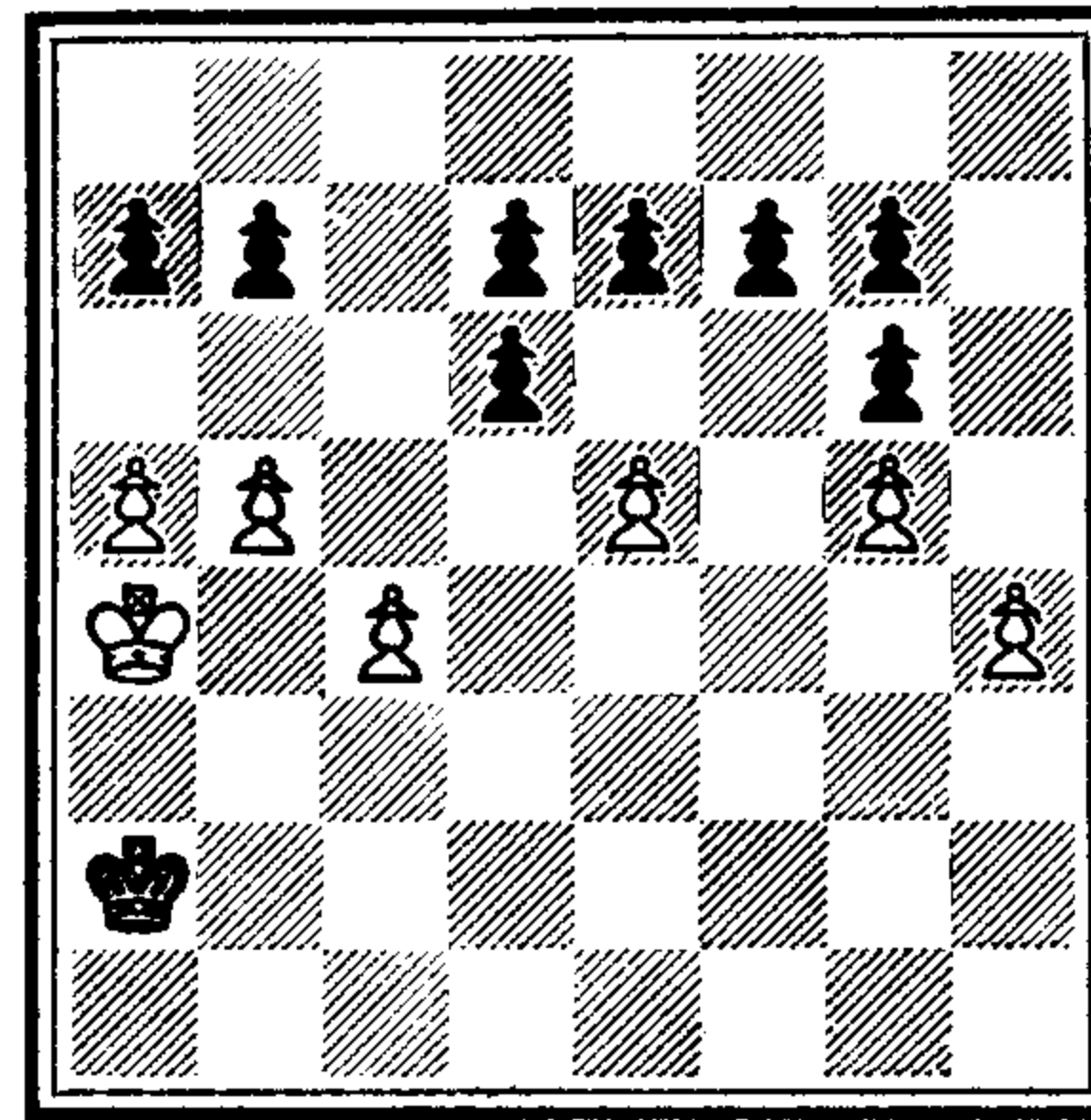
5 Q x B

6 Kt-B4ch K-Kt5

7 Kt x Q

And wins.

F. LAZARD
WHITE TO PLAY AND DRAW



"Ceskoslovensky Sach"
1930

White, two Pawns behind, either forces a break through, or effects a skillful and unexpected draw!
Black finishes up eight passed Pawns ahead!!

1 P-R5

Threatens 2 P-KR6, P x RP, 3 P x RP winning!

1 P x RP

2 P-KKt6 P x KtP

If Black plays 2 . . . P-B3, 3 P-K6! leads to the same conclusion as actually follows.

3 P-K6 P x P

4 P-B5!

Threatens 5 P-B6 winning.

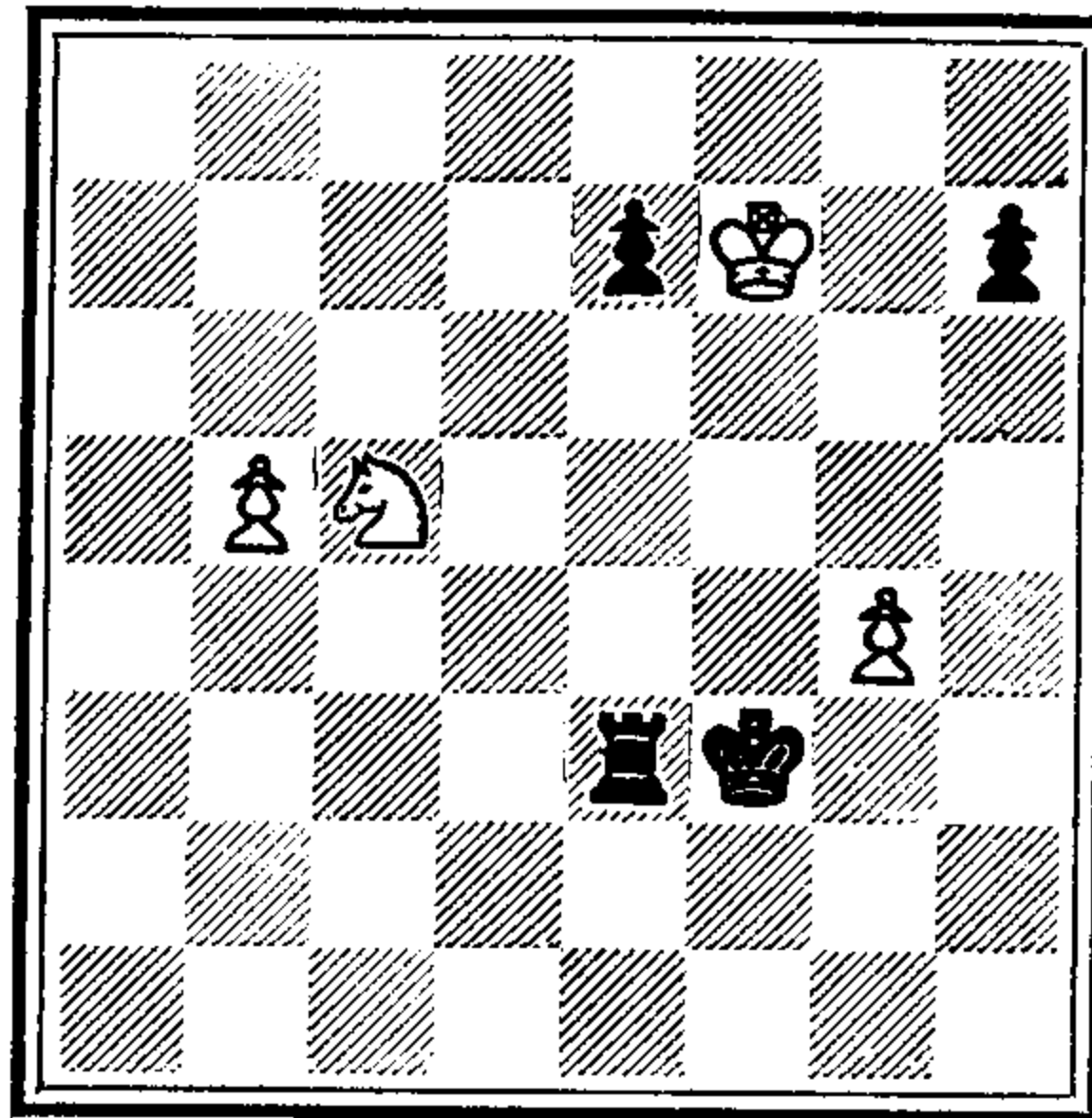
4 P x P

5 P-R6 P x P

6 P-Kt6 P x P

Stalemate!

B. F. DIDRICHSON
WHITE TO PLAY AND WIN



"Schachmaty" 1936

The Knight gallops all over the board to the utter confusion of the Black Rook and to the enjoyment of the spectators!

1 P—Kt6

Should Black try to stop the passed Pawn by 1 R—K7, then 2 Kt—Q3! and the Rook is helpless!

1 R—K8
2 Kt—Kt3 R—Q8!

Best! If 2 R—QKt8, 3 Kt—Q2ch wins. Or, if 2 R—K6, 3 Kt—Q2ch, followed by 4 P—Kt7. If 2 R—K4, 3 Kt—Q4ch wins.

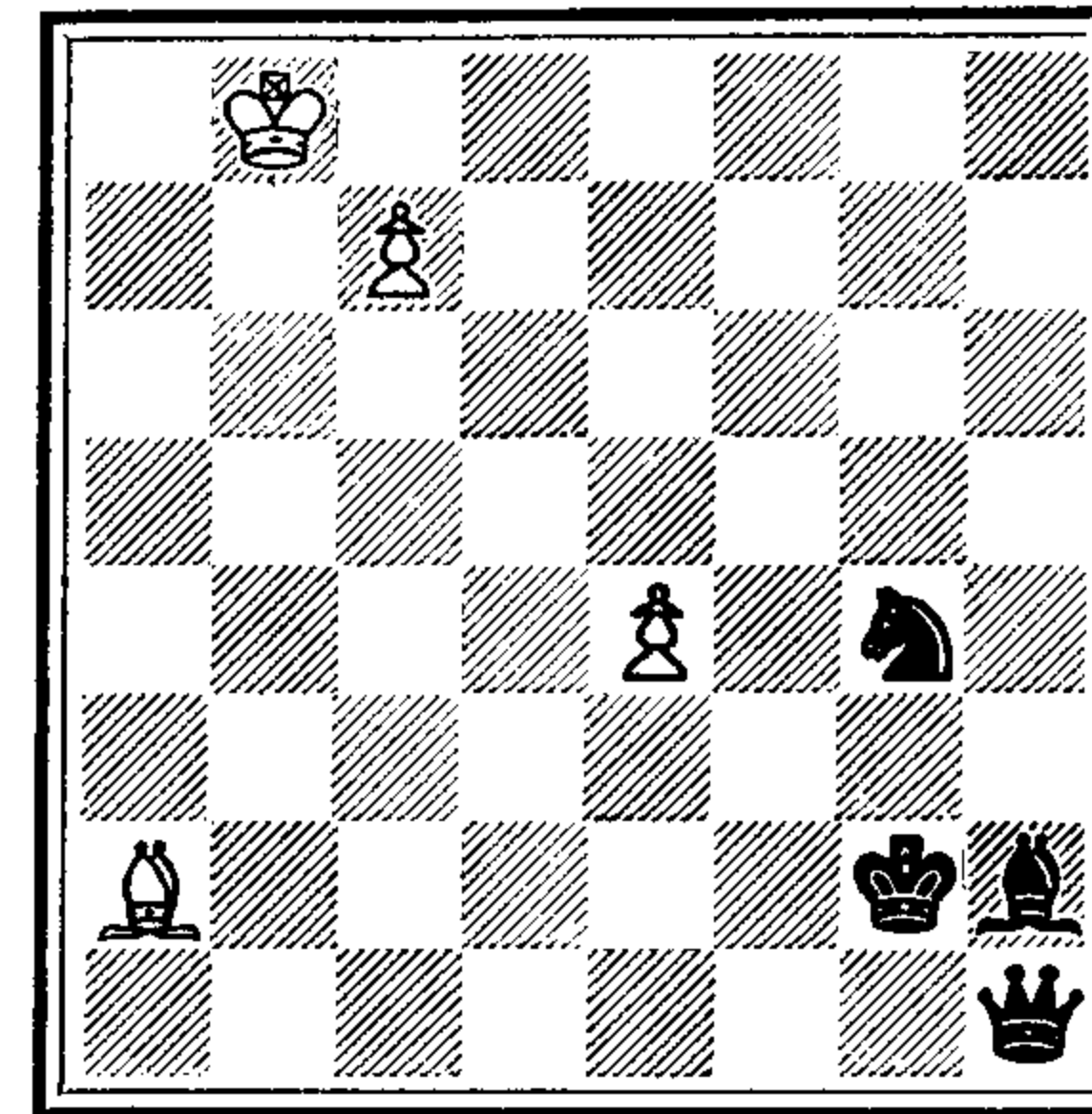
3 P—Kt7 R—Q1
4 Kt—Q4ch K x P
5 Kt—B6 R—KR1
6 K x P

Threatening 7 Kt—Q8. If 6 P—R4, 7 Kt—Q8, R—R2ch, 8 Kt—B7 and the Rook cannot return to R1.

6 R—KKt1
7 Kt—Q8 R—Kt2ch
8 Kt—B7 R—Kt1
9 Kt—R6ch K moves
10 Kt x R

And wins.

M. S. LIBIURKIN
WHITE TO PLAY AND DRAW



"64" 1934

White's task looks impossible, as the Bishop Pawn is pinned, and the White King seems to be too exposed for any stalemate ideas.

The remarkable draw is a sample of Libiurkin's magic.

1 P—K5

Threatening 2 P—B8(Q), as well as 2 B—Q5ch, winning the Queen.

1 Kt x P

Now, if 2 B—Q5ch, Kt—B3 and White is lost.

2 P—B8(Q) Kt—B5ch

The position is highly critical. If 3 K—R7, Q—Kt8ch, and Black either wins the Queen by a Knight check or mates.

3 K—R8! Kt—Kt3ch
4 K—Kt7 Kt x Q
5 B—Q5ch K—Kt8

White could win the Queen now, but lose the game!
If 6 B x Q, Kt—Q3ch, 7 K—B6, K x B and Black wins.

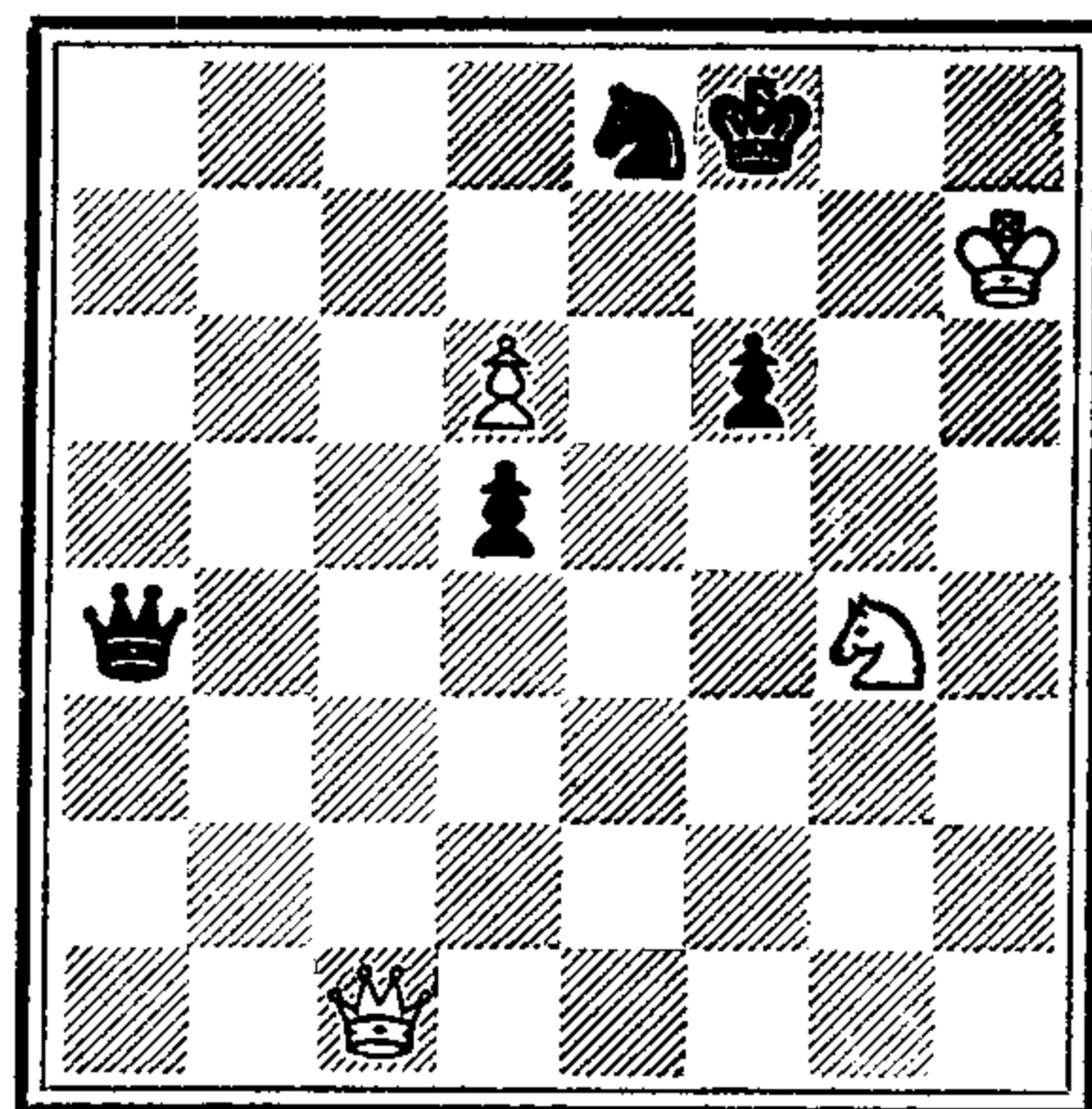
6 K x Kt!

Now Black is in a fine mess! To stop 7 B x Q, he must play—

6 Q x B

Stalemate!

D. F. PETROV
WHITE TO PLAY AND WIN



"Schach in U.S.S.R."
1935

Pretty play by White, including a Queen sacrifice and under-promotion!

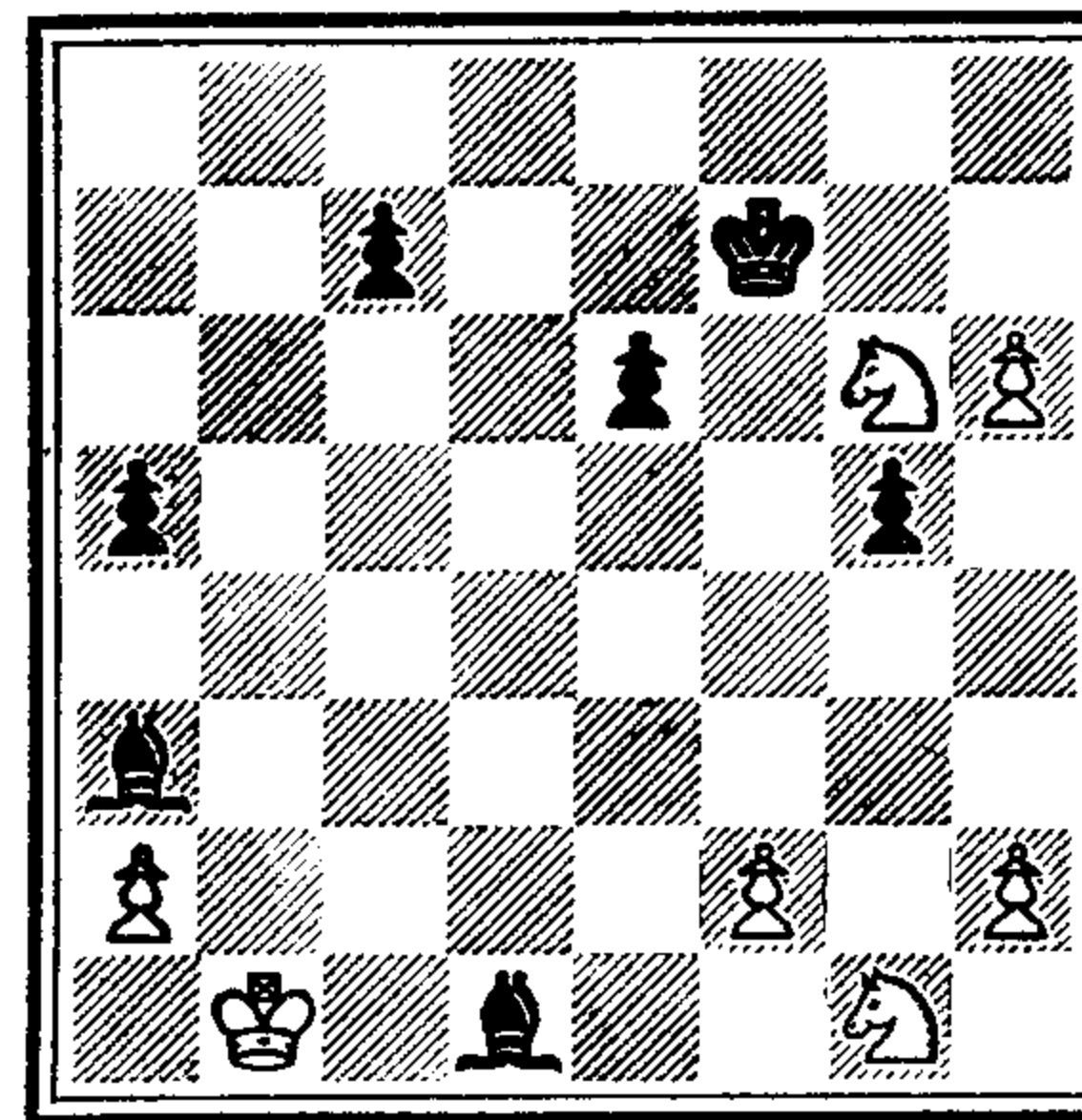
1 Q—R6ch K—B2
2 Kt—K5ch

Quick mate follows if 2 . . . P x Kt by 3 Q—Kt6ch, K—B1,
4 Q—Kt8 mate.

2 K—K3
3 P—Q7 K—K2
4 Q—B8ch! K x Q
5 Kt—Kt6ch K—B2
6 P—Q8 (Kt)

Mate!

S. M. KAMINER
WHITE TO PLAY AND WIN



Second Prize—
"Truda" 1935

Sparkling play by both Black and White!

One would hardly suspect from the diagram that the humble Knight at Kt1 is an important actor in the proceedings!

1 P—R7 B—R4!

The idea is, if White moves 2 P—R8 (Q) then 2 . . . B x Ktch,
3 K—R1, B—K2, followed by 4 . . . B—B3ch, either winning the Queen or mating!

2 Kt—B4!! P x Kt
3 P—R8 (Q) B—Kt3ch
4 K—R1 B—K2

Now how does White get out?

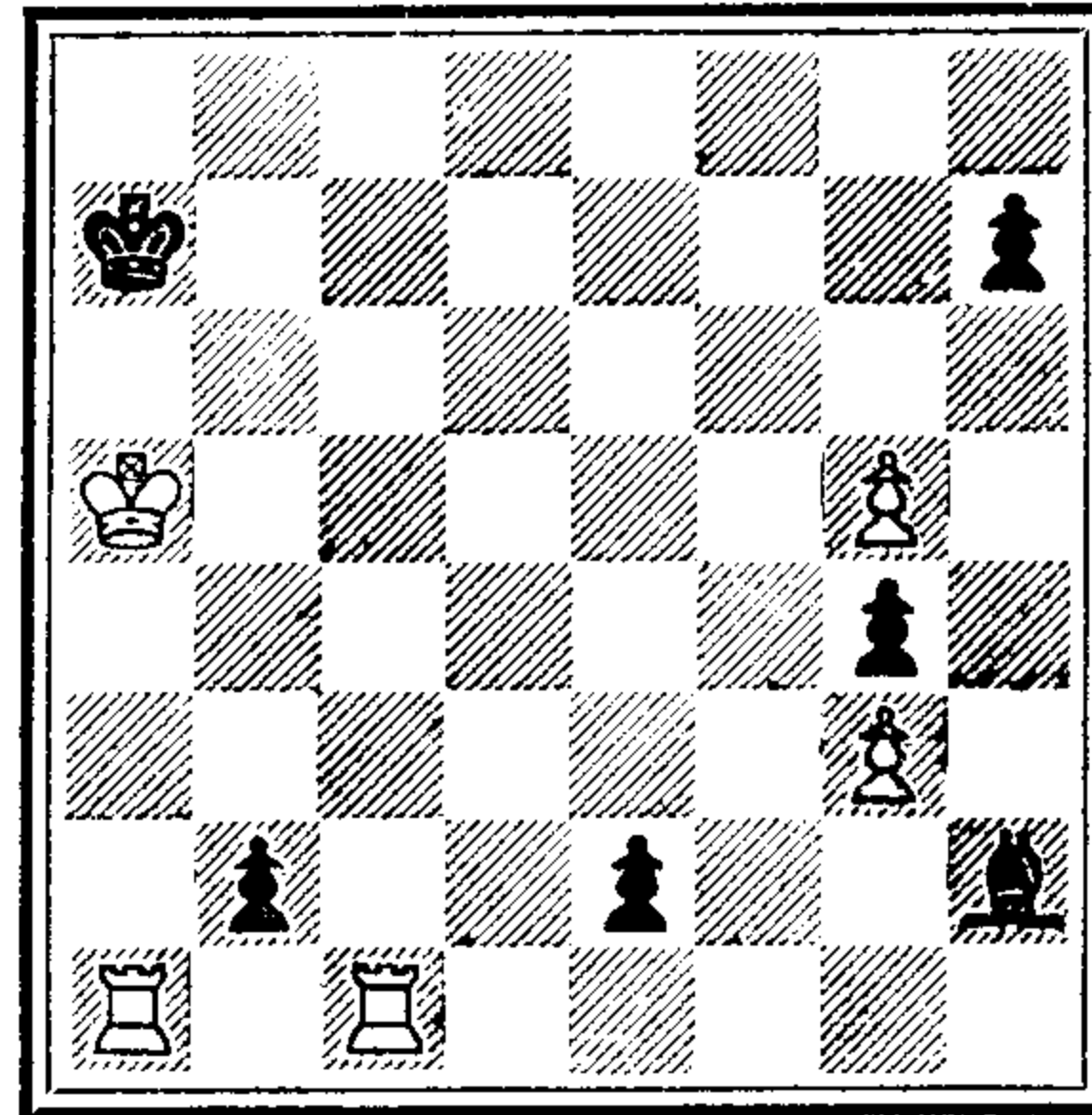
5 Kt—B3! B—B3ch
6 Kt—K5ch K—K2
7 Q—R4!!

A beautiful pin!

7 B x Q
8 Kt x Bch K—B3
9 Kt x B

And wins.

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1933

A masterly combination with the barbed point of an O. Henry short story, at the end of it!

- | | |
|-----------|------------------|
| 1 K—Kt4ch | K—Kt3 |
| 2 K—B3 | P x R (B8) (Q)ch |
| 3 R x Q | B x P |

Black's threat is 4 . . . P—K8 (Q), 5 R x Q, B x R winning. White cannot play 4 K—Q2 as 4 . . . B—B5ch, would win for Black.

- | | |
|------------|------------|
| 4 R—Kt1ch! | K—B4 |
| 5 K—Q2 | P—K8 (Q)ch |
| 6 R x Q | B x Rch |
| 7 K x B | K—Q5 |

White isn't out of the woods yet!

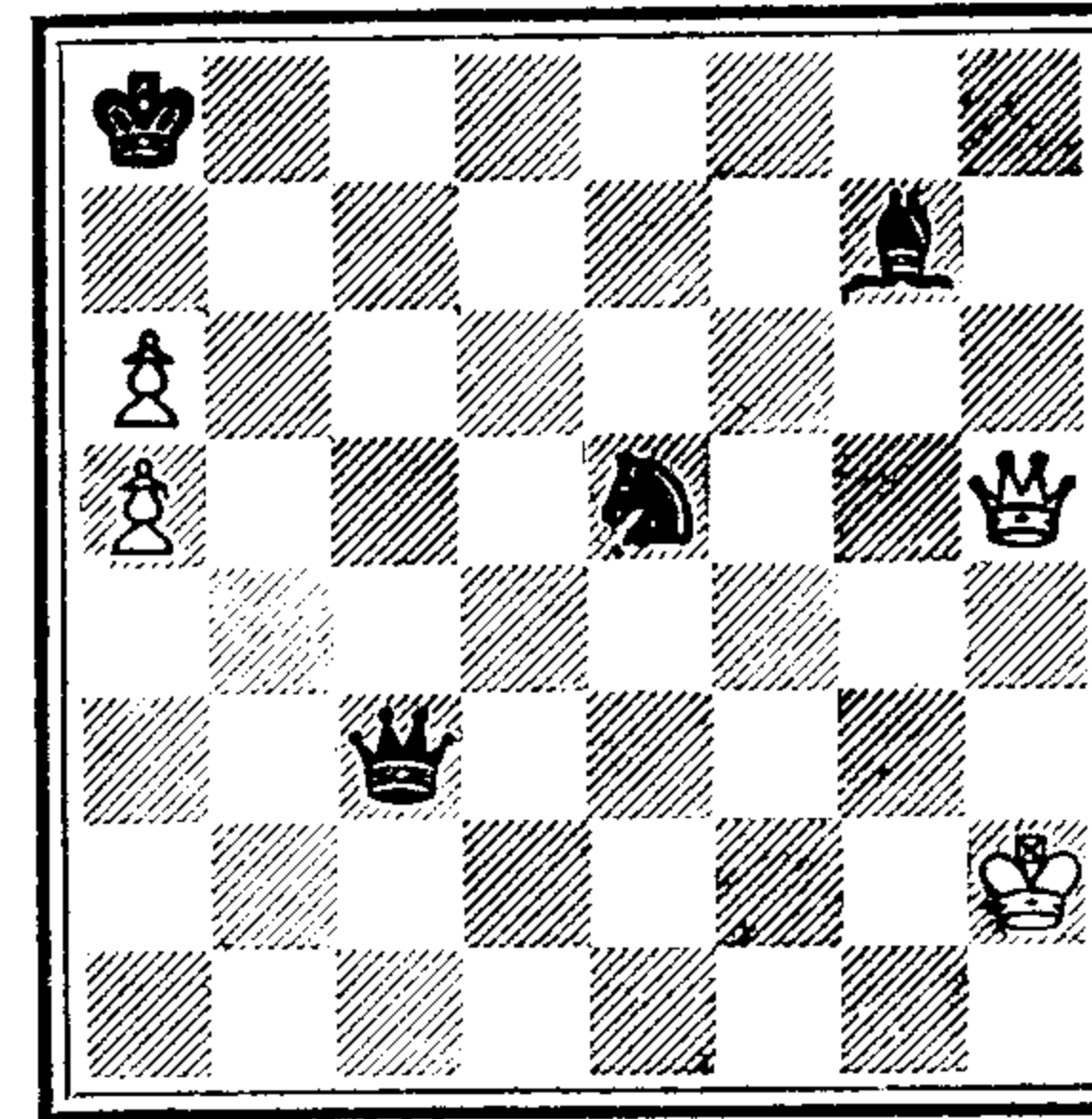
- | | |
|-----------|-------|
| 8 K—B2 | K—K5 |
| 9 K—Kt3 | K—B4 |
| 10 K—R4 | K—B5 |
| 11 P—Kt6! | |

The point—and well concealed it is!

- | | |
|--------------|-------|
| 11 | P x P |
|--------------|-------|

Stalemate!

T. B. GORGIEV
WHITE TO PLAY AND DRAW



"64" 1928

The modern composer is not content with a single pretty idea.

He does it in triplicate!

It is clear that White must try to capture one of Black's minor pieces to draw. He begins therefore:

- | | |
|----------|---------|
| 1 Q—K8ch | K—R2 |
| 2 Q—K7ch | K x P |
| 3 Q x B | Kt—B6ch |
| 4 K—R1! | |

So that if 4 . . . Q x Q stalemate. Had White played 4 K—R3, Black would win by 4 . . . Kt—Kt4 (dble)ch, followed by 5 . . . Q x Q.

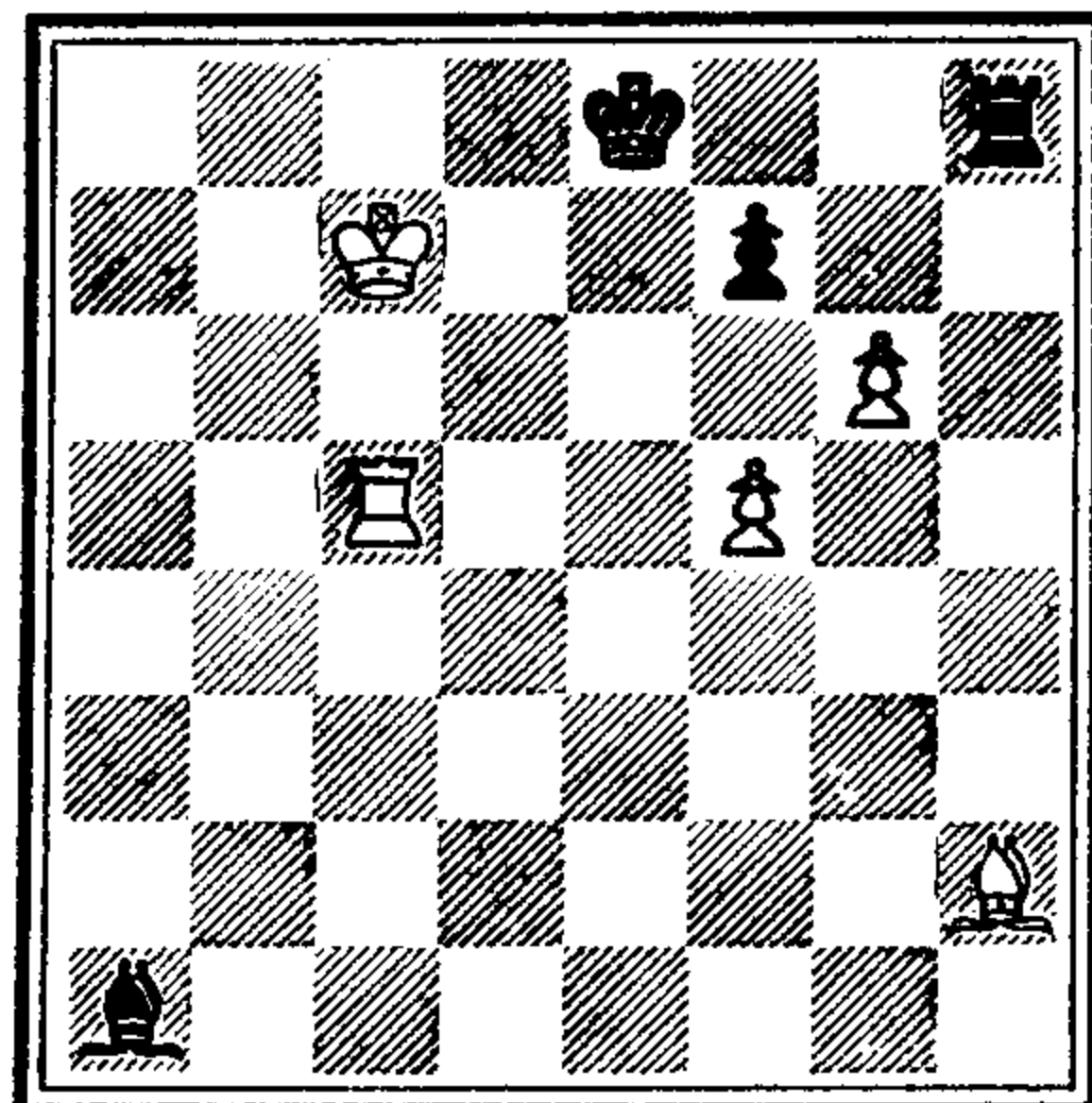
- | | |
|-------------|---------|
| 4 | Q—K8ch |
| 5 K—Kt2 | Q—Kt8ch |
| 6 K—R3 | |

Again, if 6 . . . Q x Q, stalemate.

- | | |
|-------------|---------|
| 6 | Q—R7ch |
| 7 K—Kt4 | Q—Kt7ch |
| 8 K—R5 | Q x Q |

Stalemate.

S. P. KRUCHKOV
WHITE TO PLAY AND WIN



"Schachmatny Listok"
1926

A neat setting for a pretty idea! The third move is the "knockout" blow!

1 B—K5

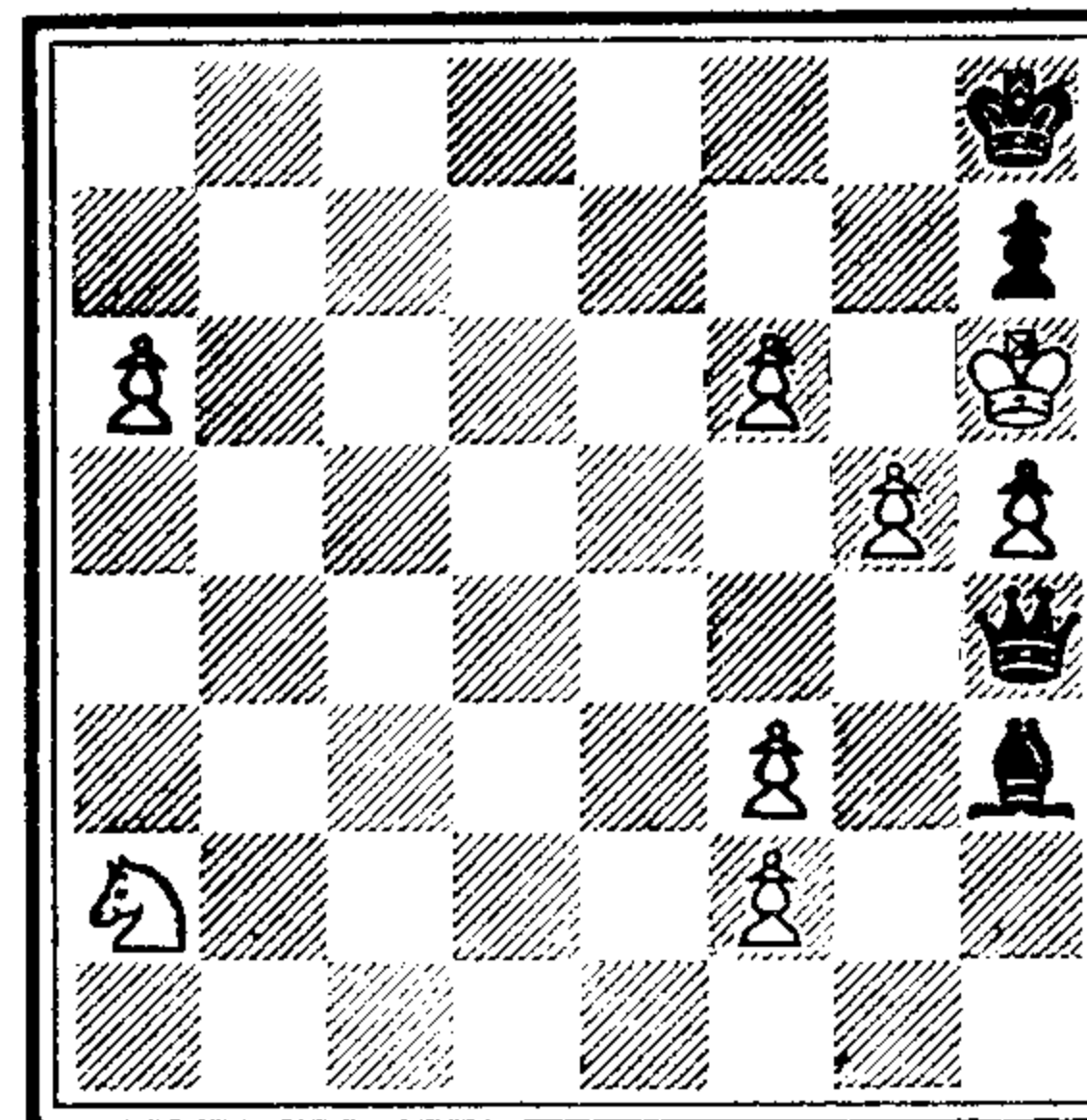
Black cannot avoid the exchange of Bishops, as 1 . . . R—R8, 2 B x B, R x B, 3 P—Kt7, R—KKt8, 4 R—K5 mate would be the result.

1	B x Bch
2 R x Bch	K—B1
3 R—K8ch!!

A sacrifice which must be accepted, as 3 . . . K—Kt2, 4 P—B6ch, wins the Rook.

3	K x R
4 P—Kt7	R—Kt1
5 P—B6	R—B1
6 P x R(Q)ch	K x Q
7 K—Q7	K—Kt1
8 K—K7	

And wins.



L. A. ISSAEV
and
S. S. LEVMAN
WHITE TO PLAY AND WIN

First Prize—
"Magyar Sakkvilag"
1926

An artistic ending, featuring some clever fencing by the Queen and Knight, with honors even, until the KRP, apparently a spectator, decides to join the fray!

1 P—R7	Q—R5
2 P—B7	Q—R6

The only square from which the Queen can stop both Pawns!

3 Kt—Kt4!
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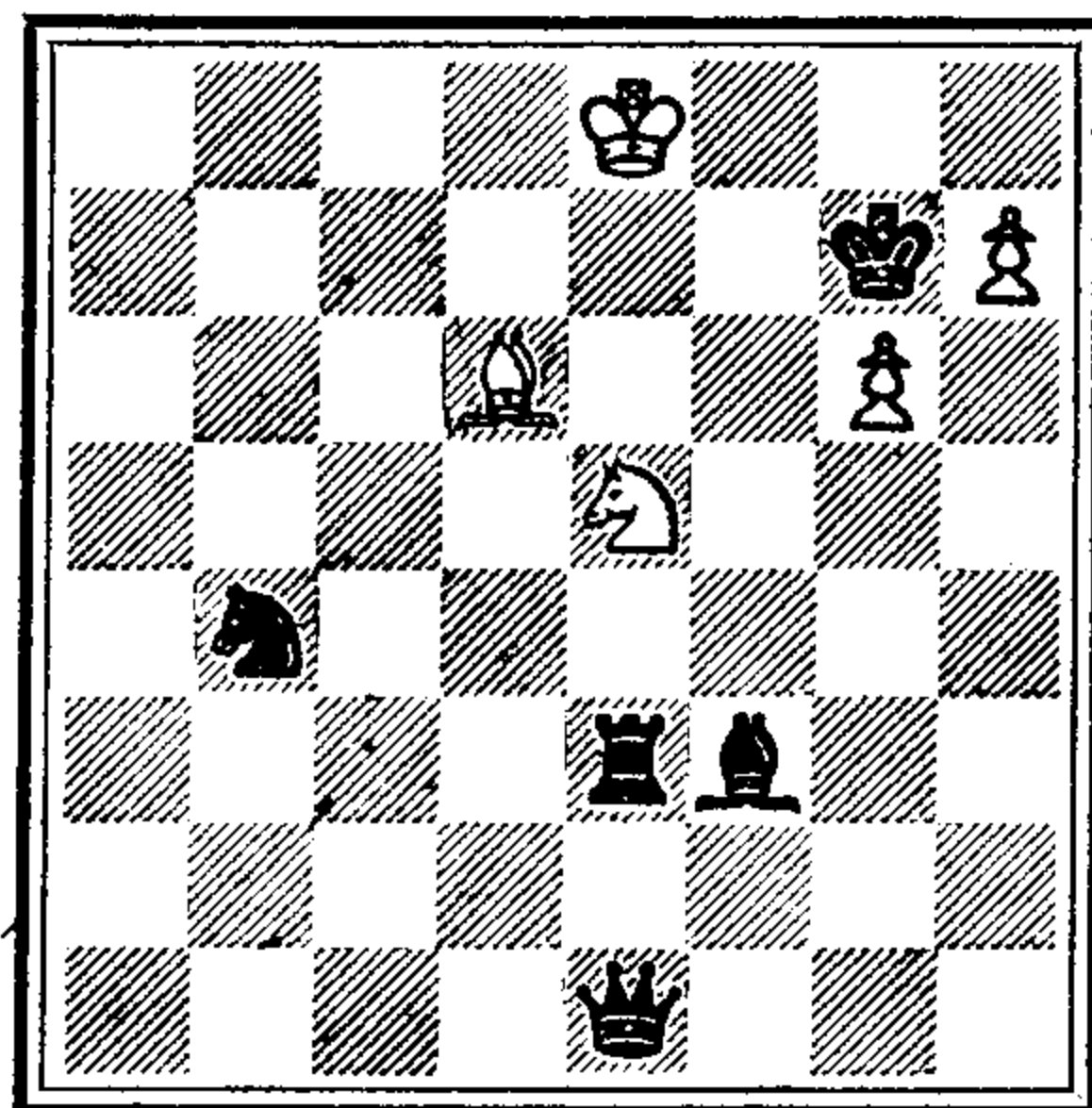
To cut the lines of communication.

3	Q x P(B6)!
4 Kt—Q5!	Q—R6!
5 Kt—K7!	Q—KB6!
6 Kt—Kt6ch!	P x Kt
7 P x P	

And wins, as Black is helpless against all the threats!

H. MATTISON
and
J. BEHTING
WHITE TO PLAY AND DRAW

1924



A strange finish! Black with thirty-five possible moves on the board, cannot release White from his stalemate position!

1 P—R8(Q)ch K x Q
2 K—B8

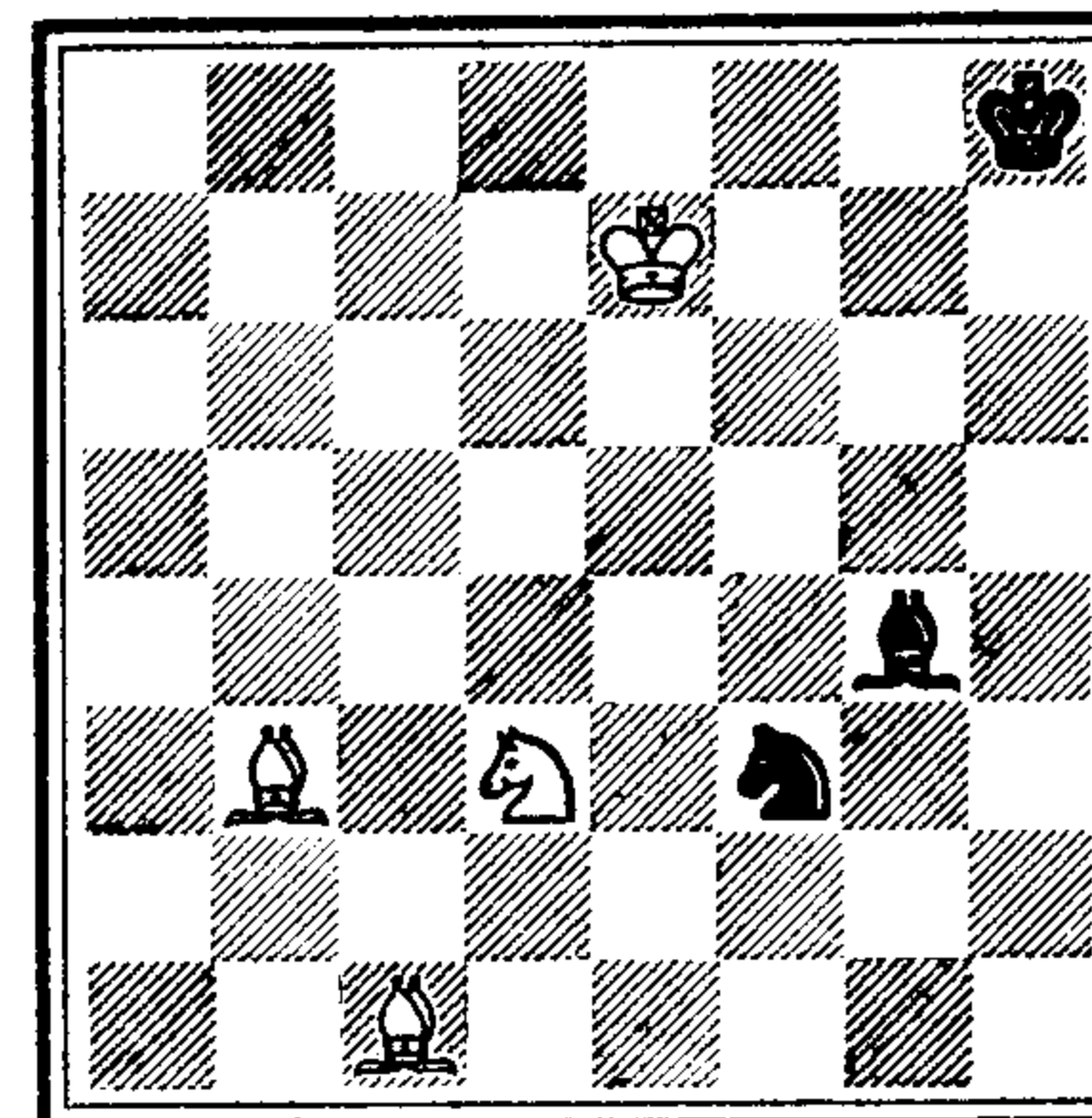
Threatens 3 Kt—B7 mate. Black cannot win by capturing the Knight as the continuation would be 2 . . . R x Kt, 3 P—Kt7ch, K—R2, 4 P—Kt8(Q)ch, K—R3, 5 B x R, Q x B, 6 Q—K6ch, Q x Q, stalemate!

2 B—Q4
3 Kt—B7ch! B x Kt
4 B—K5ch! R x B
5 P x B! Any

Stalemate!

L. A. KAYEV
WHITE TO PLAY AND WIN

"Chess in U.S.S.R."
1934



The features of this pretty ending are, the actual fine forcing moves of White, as well as the clever stalemate possibility if White chooses the wrong continuation!

1 K—B8

Threatening 2 B—Kt8, followed by 3 B—Kt2 mate.

1 K—R2
2 Kt—K5!! Kt x Kt

Forced, as otherwise 3 B—Kt8ch wins!

3 B—B2ch Kt—Kt3ch!

Of course best, as 3 . . . K—R1, 4 B—Kt2 wins.

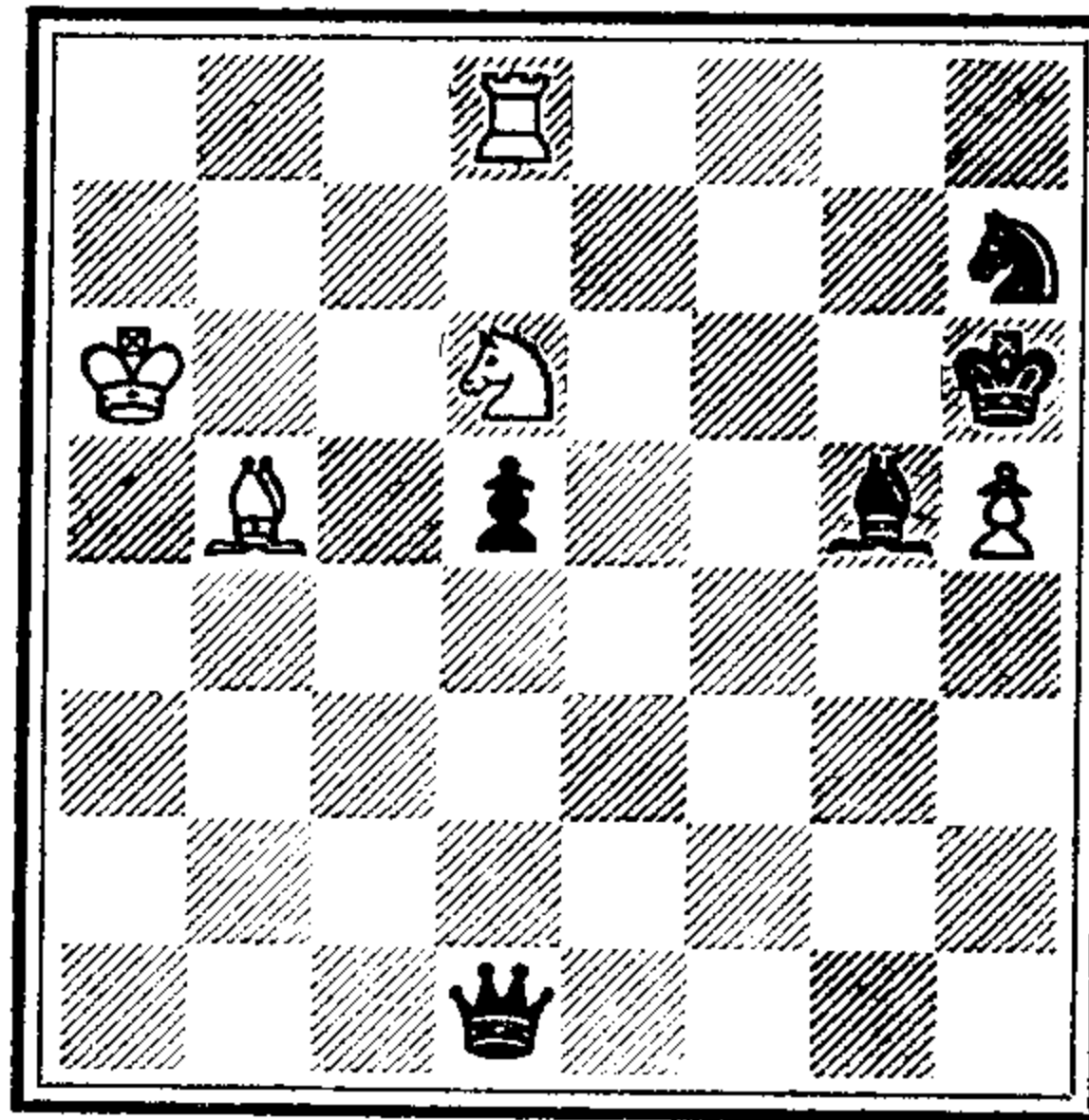
4 K—B7 B—R4

Now White has to be careful! If, for instance, 5 B—Q2, K—R1, 6 B—B3ch, Kt—K4(dble)ch, 7 K—B8, B—Kt3!! 8 B x B, stalemate (or, if 8 B x Ktch, K—R2 draws).

5 B—Kt5!! K—R1
6 B—B6ch K—R2
7 B—Kt7 B moves
8 B x Kt

Mate.

M. PLATOV
WHITE TO PLAY AND DRAW



"Endspielstudien"
1914

Five powerful moves give Black no choice, and bring about an entertaining conclusion!

- | | |
|-----------|-------|
| 1 Kt—B5ch | K x P |
| 2 B—K8ch | K—Kt5 |
| 3 Kt—K3ch | |

The Knight must be captured, as the Queen is attacked.

- | | |
|-------------|--------|
| 3 | B x Kt |
| 4 B—R5ch | |

And of course, the Bishop, too!

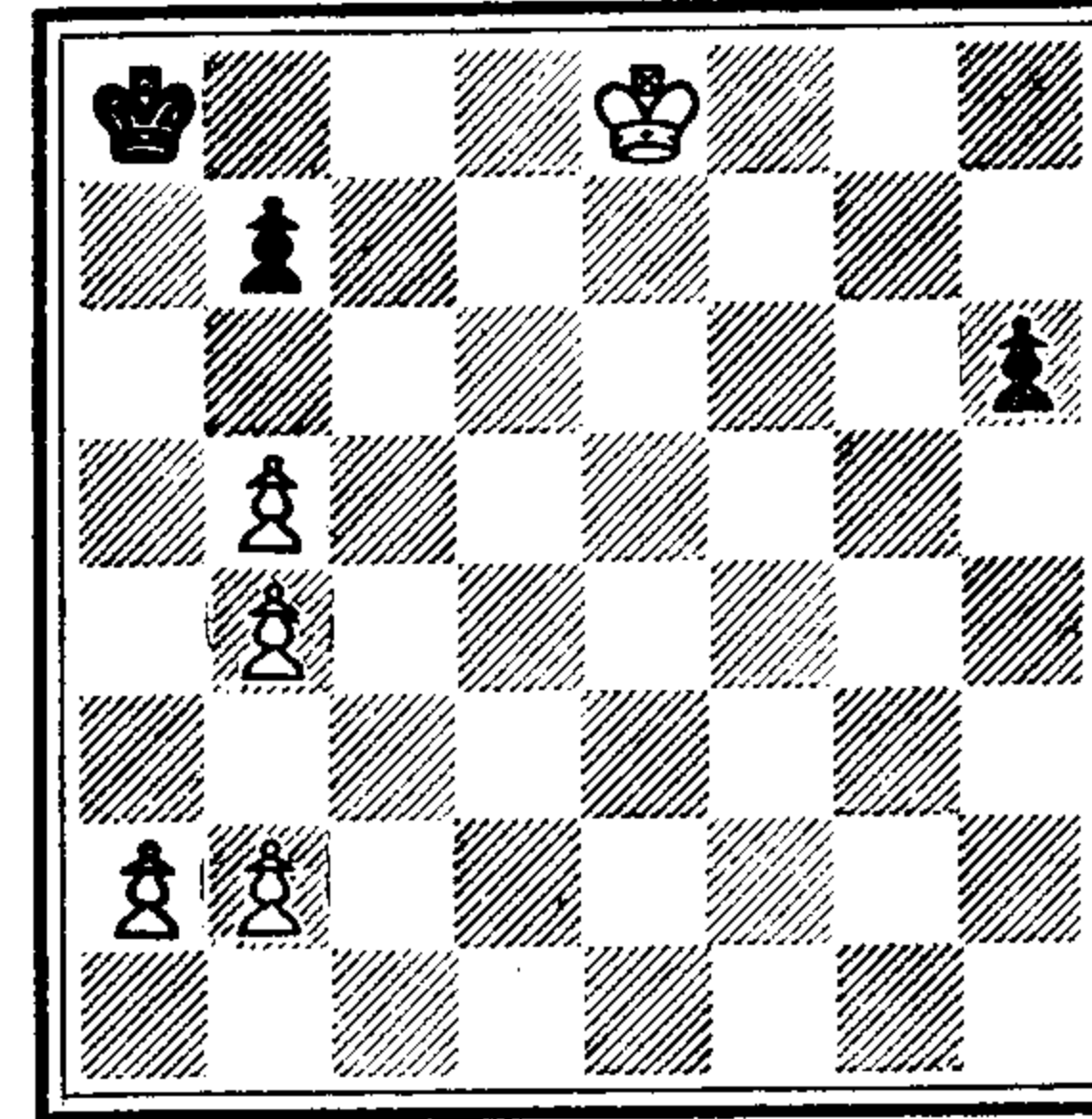
- | | |
|-------------|-------|
| 4 | K x B |
| 5 R x Pch! | |

And now the Rook!

- | | |
|-------------|-------|
| 5 | Q x R |
|-------------|-------|

Stalemate.

G. M. KASPARYAN
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1937

One of those hard to believe, but true finishes!
Black Queens a Pawn on a wide open board; White still has three Pawns to move before he can stalemate himself—and yet Black cannot prevent the three moves!

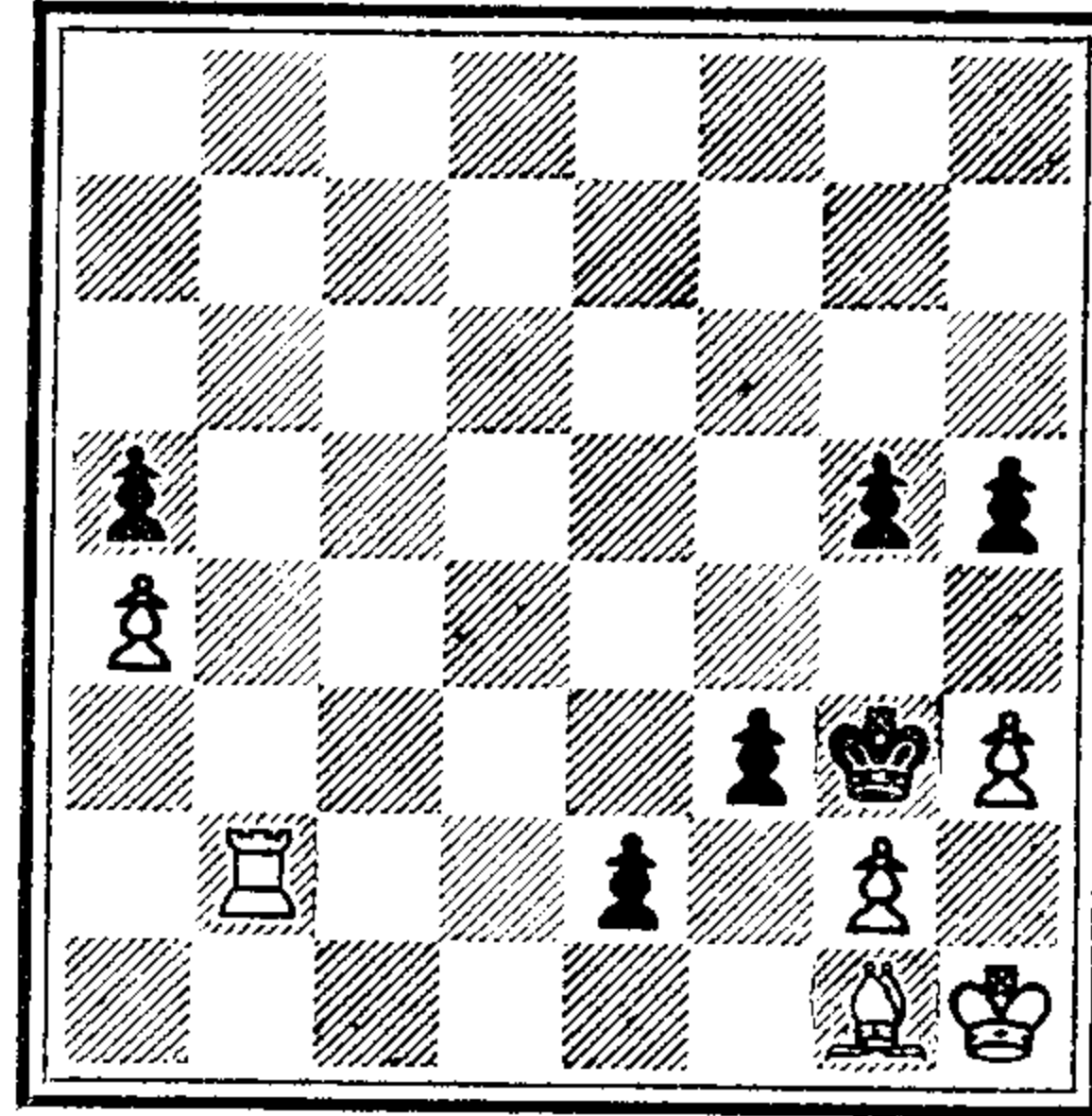
- | | |
|---------|-------|
| 1 K—Q7 | P—R4 |
| 2 K—B7 | P—R5 |
| 3 K—Kt6 | P—R6 |
| 4 K—R5 | |

If Black tries 4 . . . P—Kt3ch, White draws by 5 K—R4, P—R7, 6 P—R3, P—R8(Q), 7 P—Kt3, Any, Stalemate!

- | | |
|-------------|---------|
| 4 | P—R7 |
| 5 P—Kt6 | P—R8(Q) |
| 6 P—Kt5 | Q—QKt8 |
| 7 P—R4 | Any |
| 8 P—Kt4 | Any |

Stalemate

G. M. KASPARYAN
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1934

Even on an open board, a Bishop may prove more powerful than a Queen!

1 B—R2ch	K—R5
2 R x P!	P x R
3 B—B7!

Forcing Black to Queen with a check!

3	P—K8(Q) ch
4 K—R2

Black has to watch out for 5 P—Kt3ch, as well as 5 B—Kt3ch. He makes the only move to stop both threats.

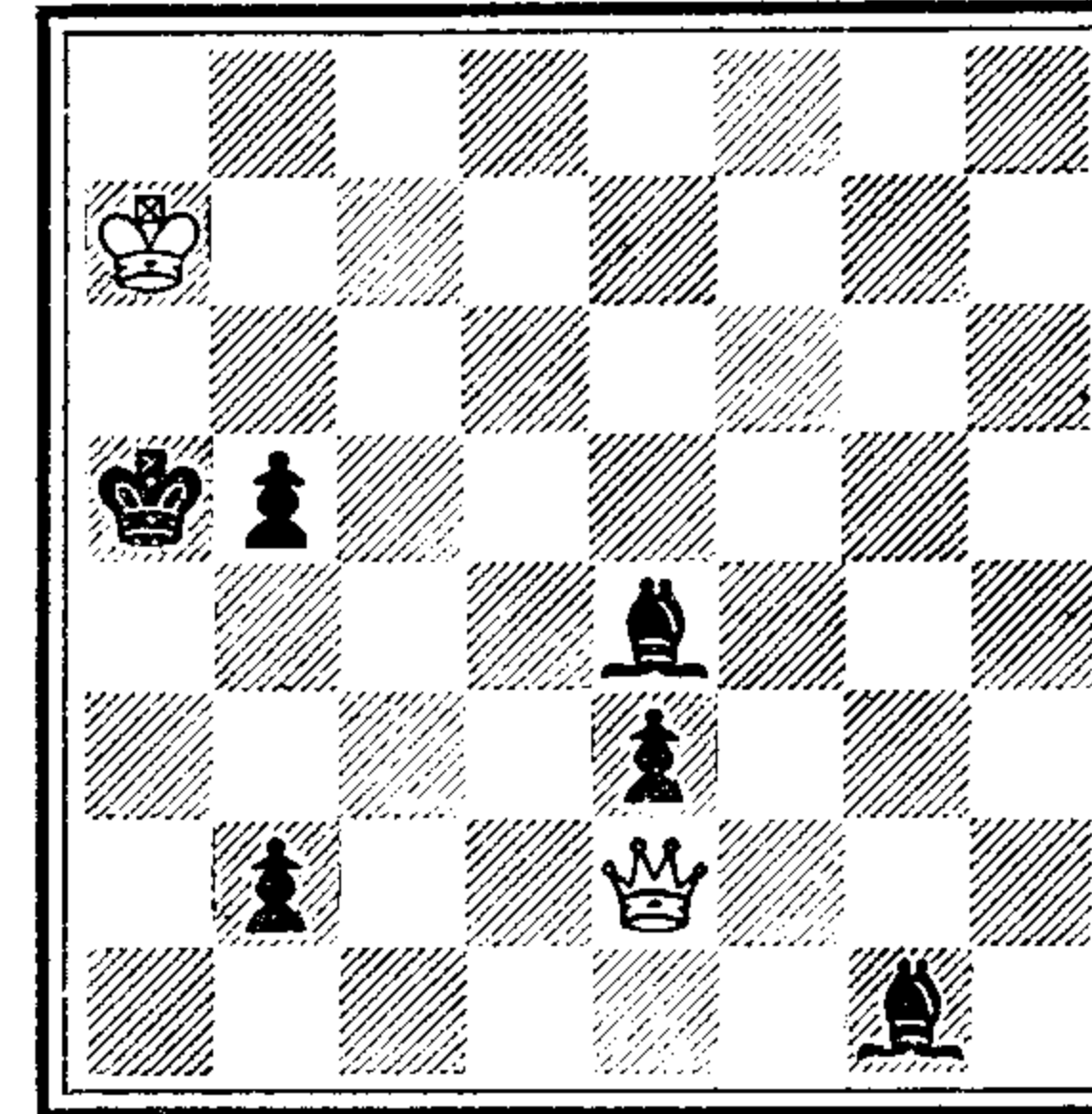
4	Q—B7
5 B—Q6!

Black is in "zugzwang." If he could stay on without moving it would be fine—but he must do something. So—

5	Q—B5ch
6 P—Kt3ch!	Q x Pch
7 B x Q	

Mate.

F. J. PROKOP
WHITE TO PLAY AND DRAW



"Casopis Ceskosl. Sachistu"
1924

Stalemate on three different squares!

In order to accomplish this, the Queen must be prepared to sacrifice herself in three different ways!

1 Q x P(Kt2)	P—K7ch
2 K—Kt8

If Black tries 2 . . . P—K8(Q), then 3 Q—B3ch!, Q x Q stalemate!

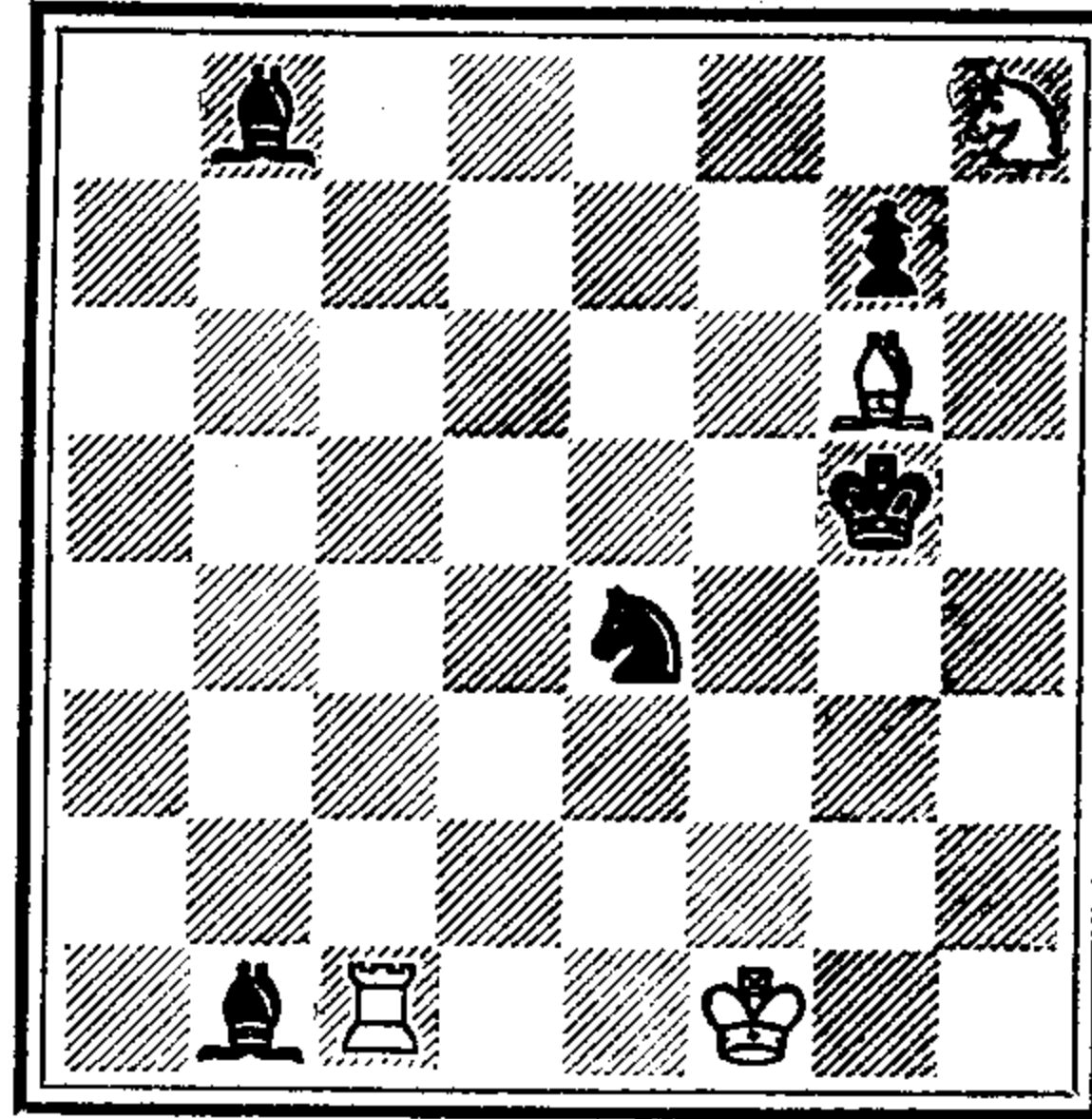
2	B—R7ch
3 K—B8

Now, if 3 . . . P—K8(Q), 4 Q—Q2ch!, Q x Q stalemate!

3	B—B4ch
4 K—Q8	P—K8(Q)
5 Q x Pch!	K x Q

Stalemate.

A. S. SELETSKY
WHITE TO PLAY AND WIN



First Prize—
"Chess in U.S.S.R."
1931

This beautiful example of "Domination" rightfully won first prize in an end-game competition!

1 K—Kt2

Not at once 1 R x B on account of 1 . . . Kt—Q7ch, followed by 2 . . . Kt x R.

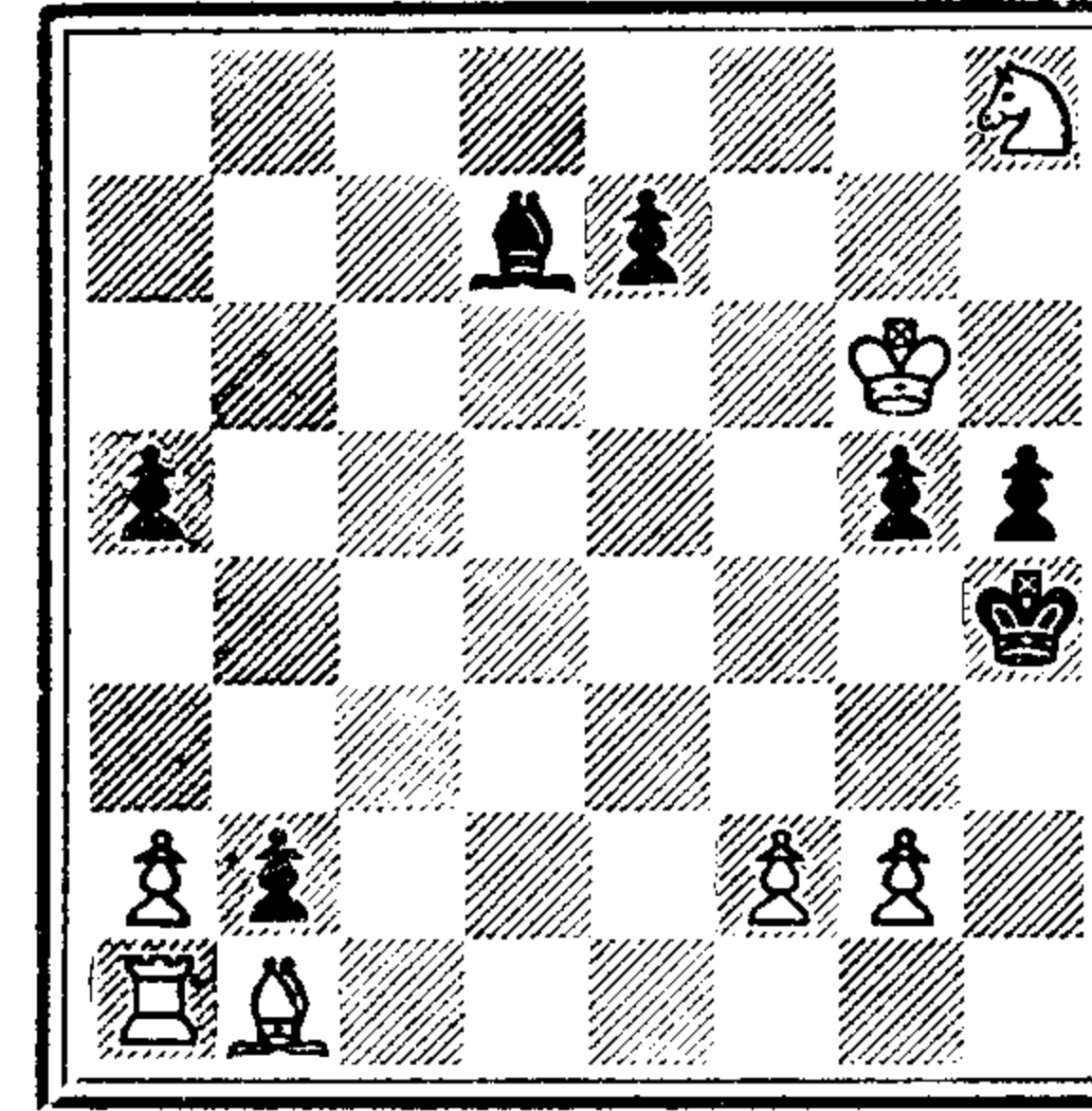
1	B—Q6
2 R—Q1	Kt—B7!
3 K x Kt	B—R2ch!
4 K—K1!!	B x B
5 R—Q7	B—Kt1!
6 R x P	K—R3!
7 R x Bch	K—R2
8 R—K6

Threatening to protect the Knight by 9 R—K8.

8	B—Kt6ch
9 K—K2!	K x Kt
10 K—B3!	

And wins as "Domination" is complete! The Bishop hasn't a safe place on the board! For instance, if 10 . . . B—B2, 11 R—K8ch, K—Kt2, 12 R—K7ch, and the Bishop comes off.

F. LAZARD
WHITE TO PLAY AND DRAW



"L'Italia Scacchistica"
1926

Black has a terrible threat, 1 . . . P x R(Q), which White cannot prevent!

And yet White is able to force a draw with the aid of the Knight away over on Rook eight!

1 B—B5

Threatening 2 P—Kt3 mate.

1	B x Bch
2 K x B

Now the threat is 3 Kt—Kt6 mate.

2	P—K3ch
3 K x P	P x R(Q)

Now how does White save the game with only a Knight against the Queen?

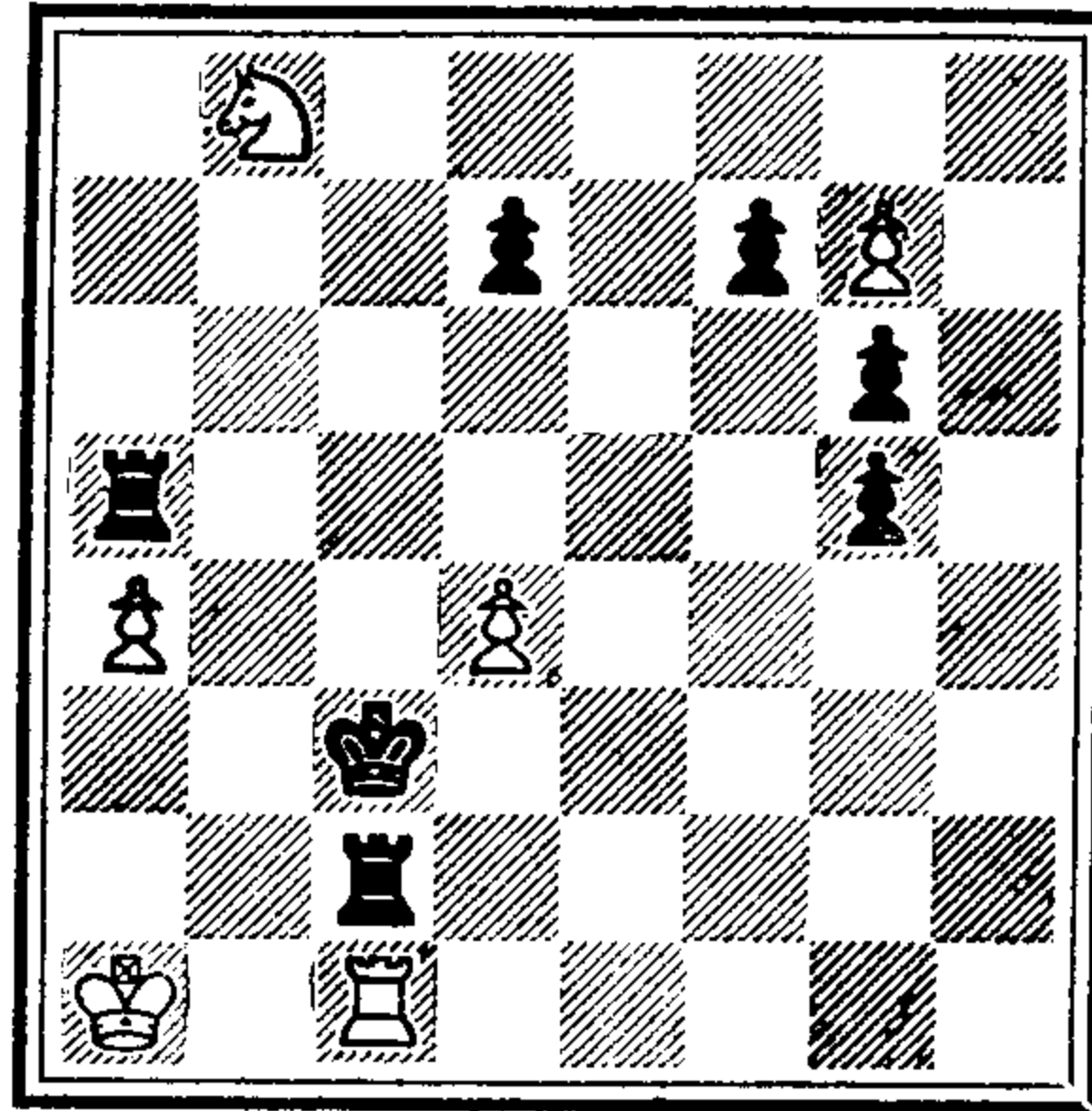
4 Kt—Kt6ch	K—Kt5
5 Kt—K5ch	K—B5
6 Kt—Q3ch	K—K5
7 Kt—B5ch

The Black King cannot go to Q5 as 8 Kt—Kt3ch, wins the Queen!

7	K—B5
8 Kt—Q3ch	K—Kt5
9 Kt—K5ch	

Drawn by perpetual check!

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1939

An exciting race with a piquant finish!

White cannot play 1 P—Kt8(Q) as Black would have choice of two mates, one by 1 . . . R x Rch, 2 K—R2, R x P mate, and the other by 1 . . . R x Pch, 2 K—Kt1, R x Rch, 3 K x R, R—R8 mate.

Nor would 1 R x Rch do as 1 . . . K x R, and White cannot stop 2 . . . R x P mate.

1 K—Kt1!	R x Rch
2 K x R	R x P

Threatens mate.

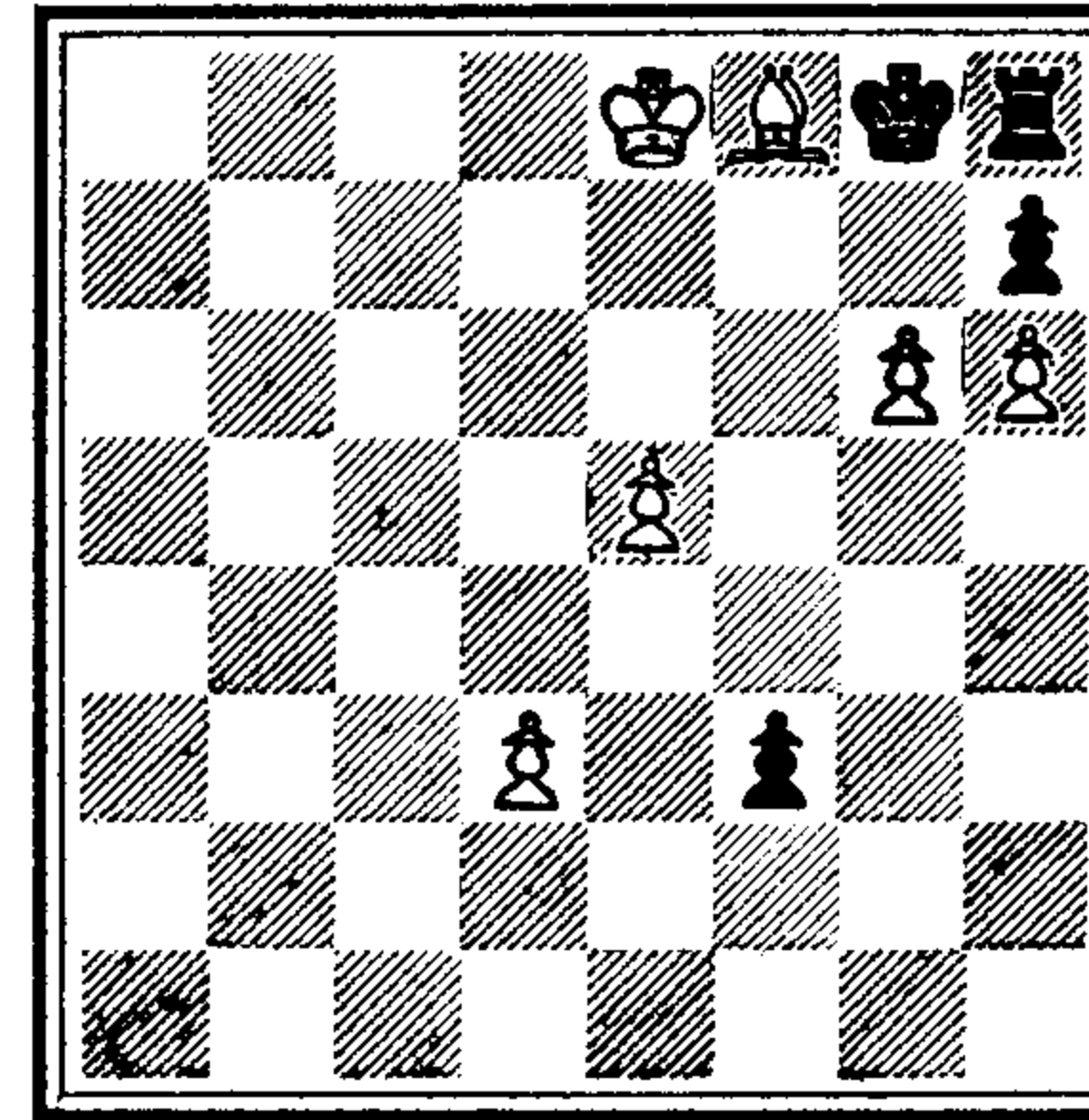
3 K—Q1	R x Pch
4 K—K2	R—K5ch
5 K—B3	R—K1
6 Kt x P

Threat: 7 Kt—B8.

6	R—KKt1
7 Kt—B6	R x P
8 K—Kt4	K—Q5
9 K x P	K—K4
10 K—R6	K x Kt

Stalemate.

A. P. GULAYEV
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1940

White's fourth move is brilliant! And the fifth move ties up the enemy! Black, a Queen ahead, is helpless!

1 P—Kt7	P—B7
---------	------

The tempting 2 P x R(Q)ch, doesn't win as after 2 . . . K x Q, White cannot move 3 K—B7 since Black Queens with check!

2 B—K7!	P—B8(Q)
3 B—B6

Threatens 4 P x R(Q) mate, and forces Black's reply.

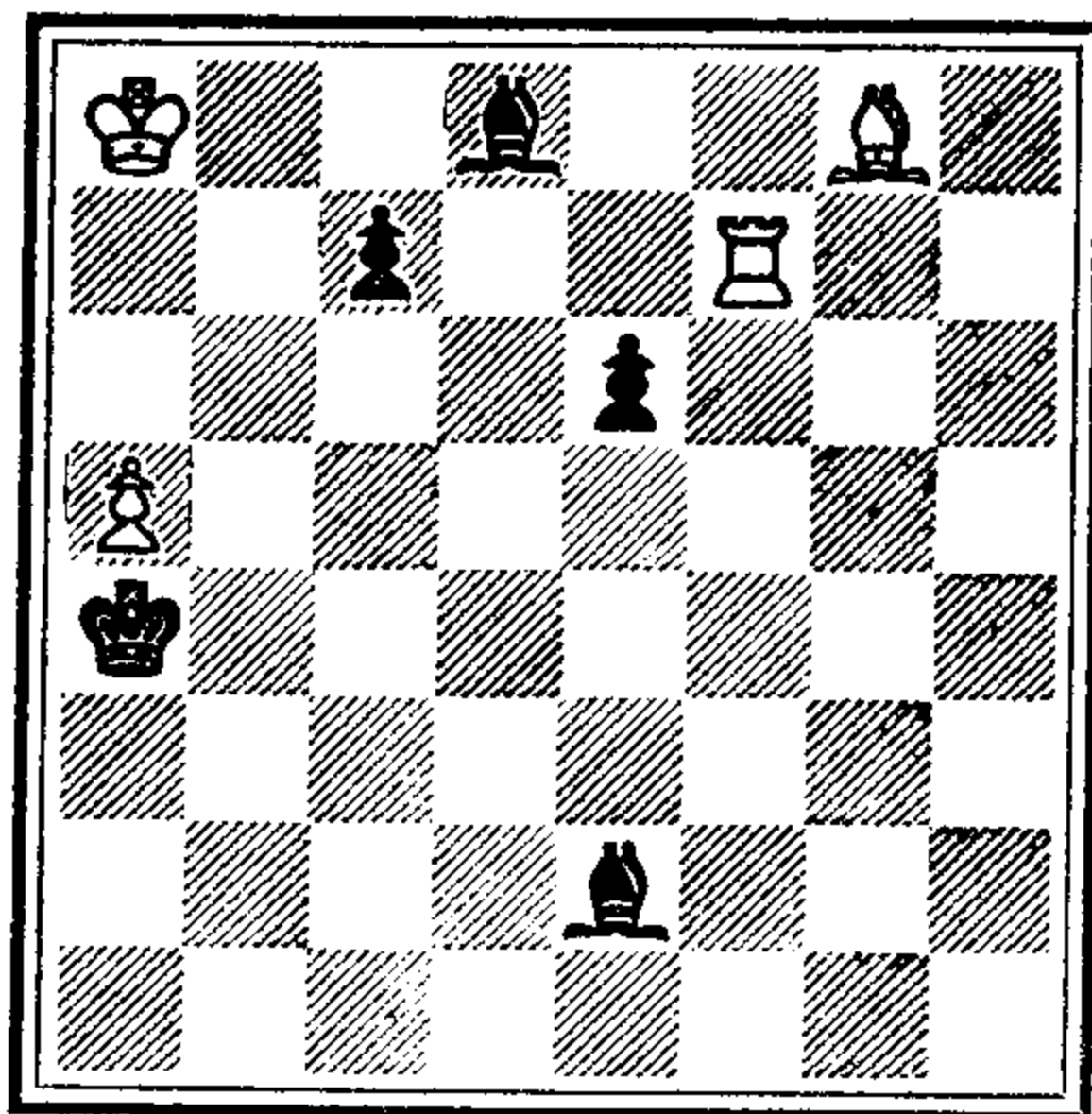
3	Q x B
-----------	-------

Now what? 4 P x Q would leave Black stalemate.

4 P x R(Q)ch!	Q x Q
5 P—Q4!	

And wins.

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND WIN



"La Strategie"
1936

White gives up his passed Pawn, but forces Black into a mating net!

1 R—B2	B—B5
2 P—R6!

A fine sacrifice!

2	B x P
3 R—R2ch	K—Kt4
4 K—R7

The Bishop must flee!

4	B—B1
5 R—Kt2ch	K—B3

Against any other King move, White plays 6 R—Kt8, and wins a Bishop.

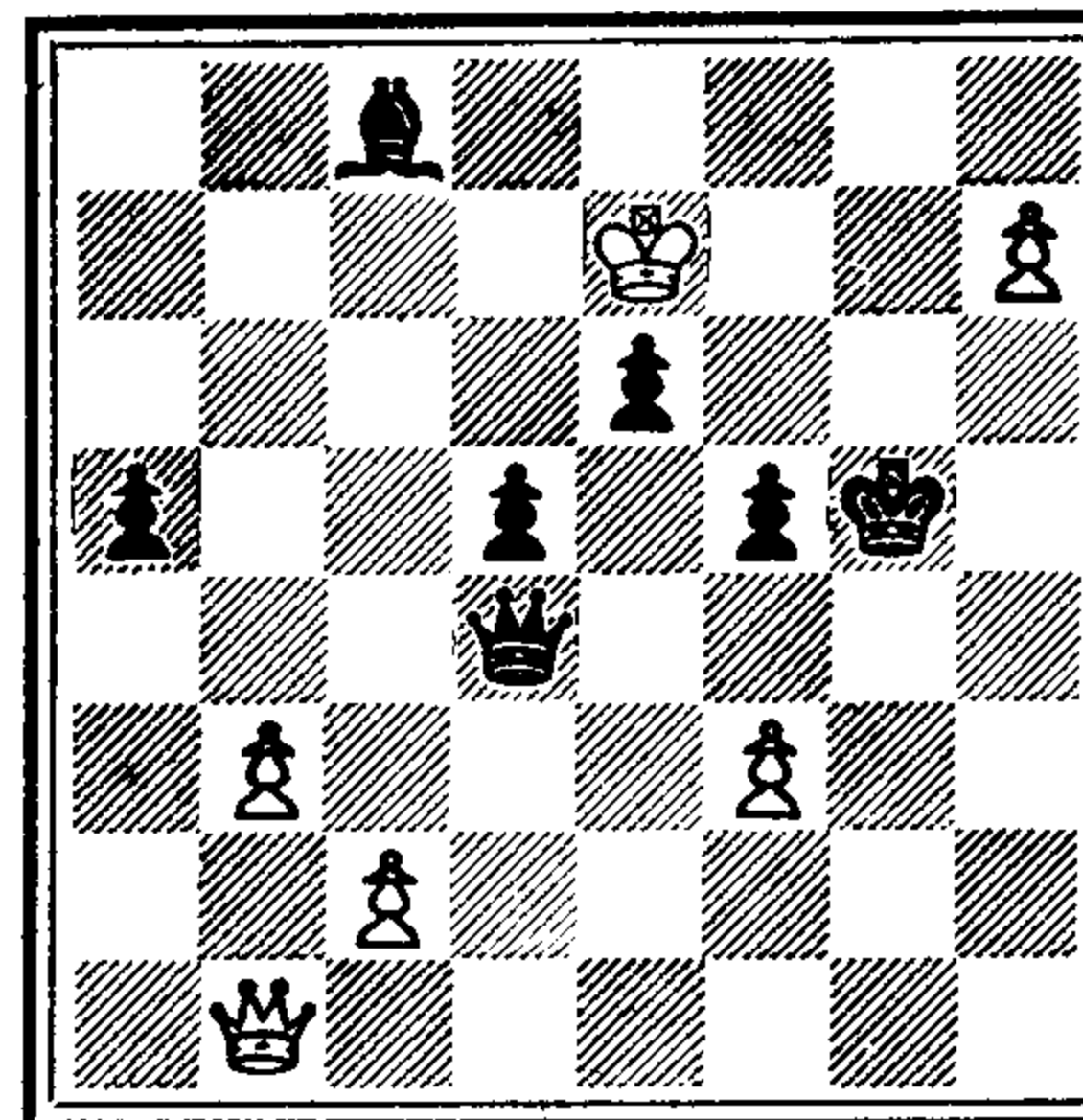
6 R—Kt8	K—Q2
---------	------

Now the Bishop is protected. Or, is it?

7 R x B!	K x R
8 B x P	

Mate!

I. V. ZHEK
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1938

Fine combination play seemingly directed at winning Black's Queen, with a surprisingly unexpected climax!

1 P—R8(Q)	Q x Q
2 Q—B1ch

If 2 K—Kt3, 3 Q—Kt1ch, K—R3, 4 Q—R2ch, K—Kt2, 5 Q—Kt3ch, K—R3, 6 Q—R4ch, K—Kt2, 7 Q—Kt5ch, K—R2, 8 K—B7! and quick mate follows.

2	P—B5
3 Q—Kt1ch	K—B4
4 Q—Kt4ch	K—K4
5 Q—Kt5ch	K—Q5
6 Q—Kt1ch

To which Black dare not reply 6 K—B6, as 7 Q—R1ch, wins the Queen.

6	K—K4
7 Q—R1ch	P—Q5

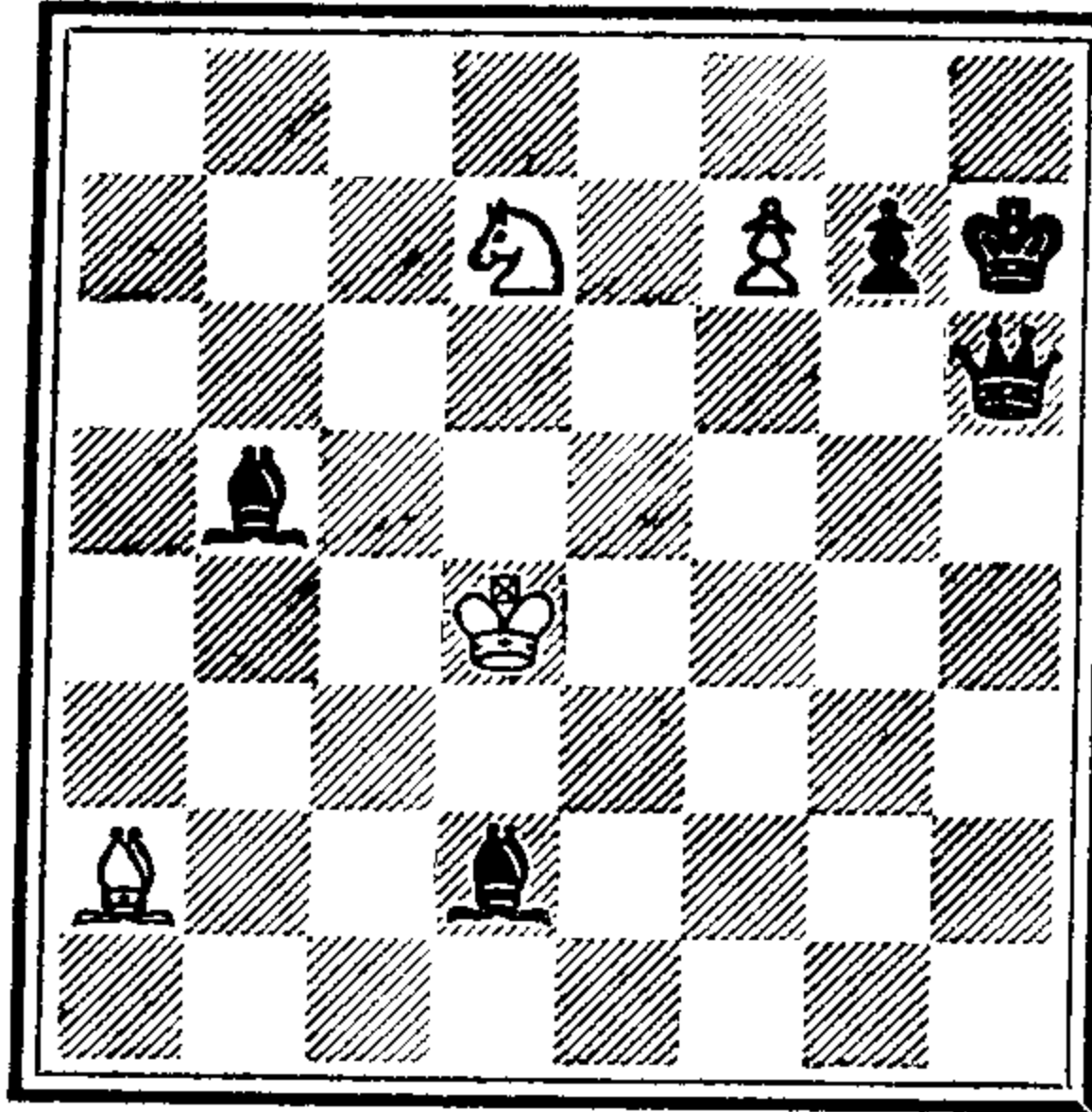
Saves the Queen. But—

8 Q x RP	
----------	--

Mate!

F. J. PROKOP
WHITE TO PLAY AND DRAW

Second Prize—
"Chess in U.S.S.R."
1925



The White King goes 'round and 'round! Wherever he stops he threatens a Queen sacrifice and stalemate!
"Sheer magic"—is this merry-go-round of stalemates!

- | | |
|---------------|--------|
| 1 Kt—B8ch | K—R1 |
| 2 Kt—Kt6ch | Q x Kt |
| 3 P—B8 (Q) ch | K—R2 |
| 4 B—Kt1! | |

If Black plays 4 . . . Q x B, 5 Q—B5ch! Q x Q, stalemate!

- | | |
|-----------|--------|
| 4 | B—B6ch |
| 5 K—K3! | |

Again, after 5 . . . Q x B, 6 Q—B5ch! Q x Q, stalemate!

- | | |
|-----------|--------|
| 5 | B—Q5ch |
| 6 K—Q2! | |

Now, if 6 . . . Q x B, 7 Q—R8ch, K—R2, 8 Q—R7ch! K x Q stalemate!

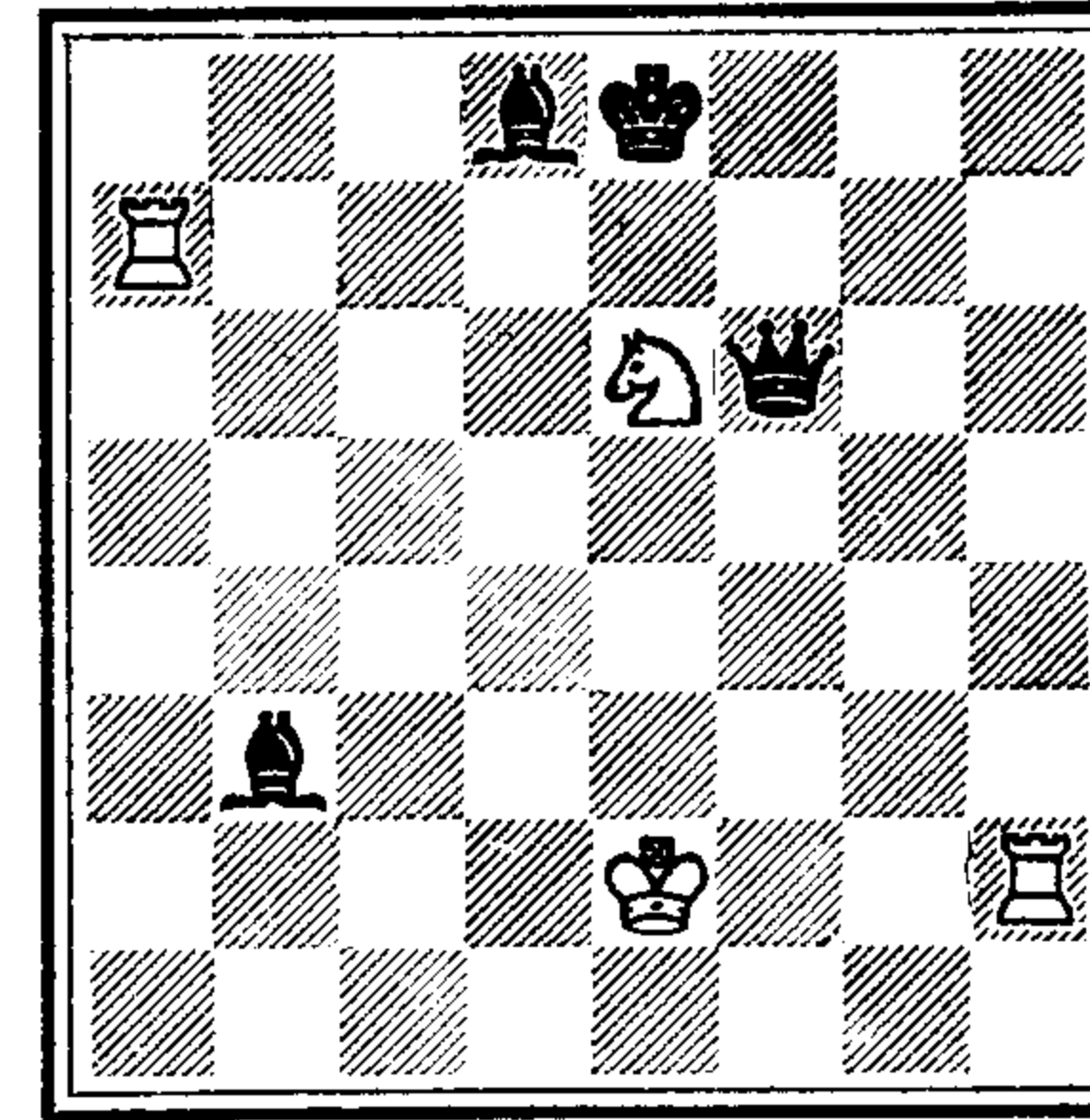
- | | |
|-----------|--------|
| 6 | B—K6ch |
| 7 K—B3! | Q x B |

Refusing the Bishop would mean continuing the merry-go-round!

- | | |
|------------|-------|
| 8 Q x Pch! | K x Q |
|------------|-------|

Stalemate!

L. A. KAYEV
WHITE TO PLAY AND DRAW



"64" 1933

Skillful and adroit combination play on both sides features this interesting ending!

- | | |
|------------|-------|
| 1 Kt—Kt7ch | K—B1 |
| 2 R—B2 | |

Pins the Queen, but Black has a resource.

- | | |
|-----------|---------|
| 2 | B—Q8ch! |
|-----------|---------|

To which White cannot reply 3 K—K3, as 3 . . . B—Kt3ch would be fatal.

- | | |
|----------|-------|
| 3 K—K1 | B—B6 |
| 4 R x B! | |

White insists on pinning!

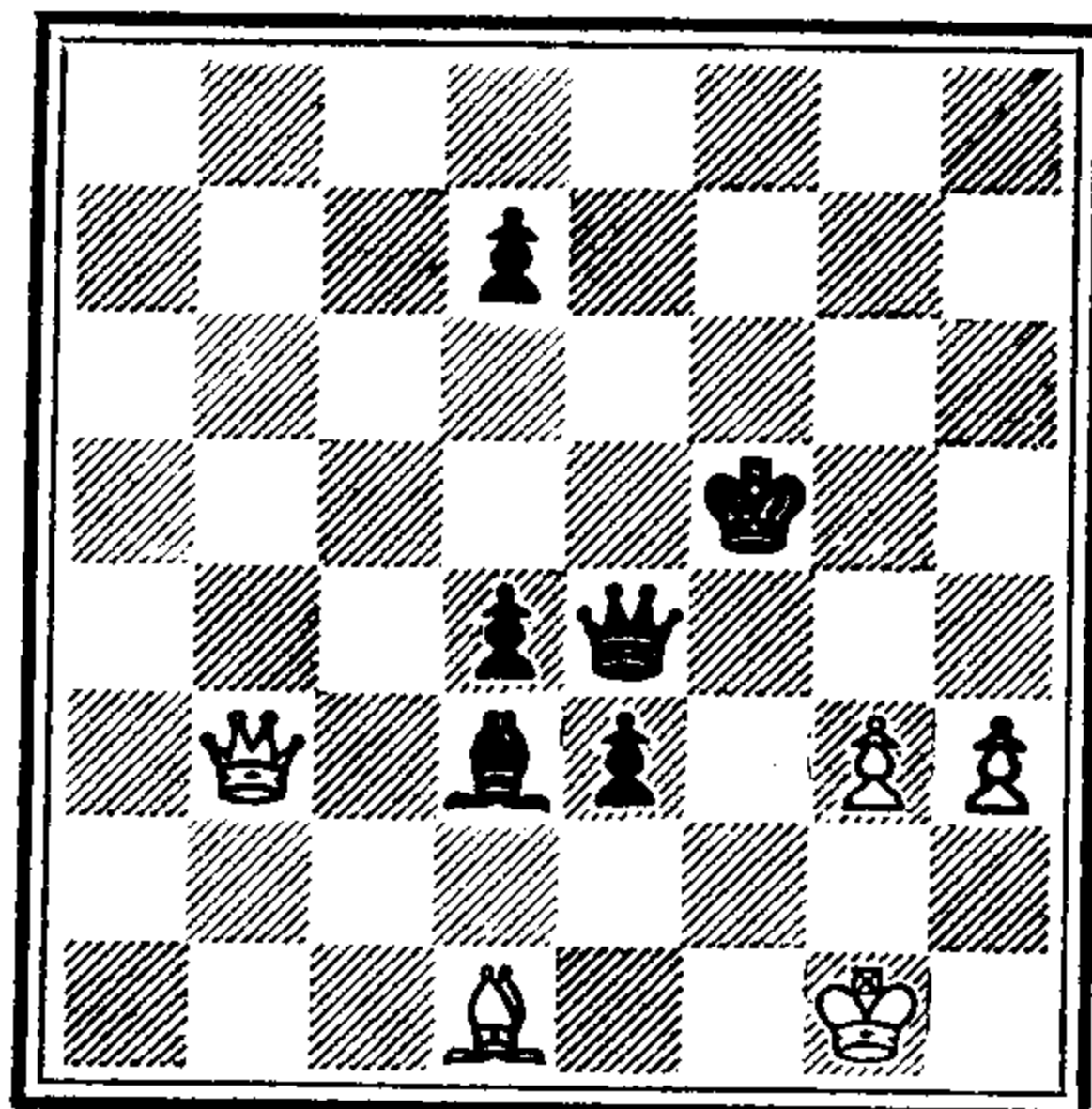
- | | |
|-----------|-------|
| 4 | Q x R |
| 5 Kt—K6ch | |

If 5 . . . K—K1, 6 Kt—Kt7ch, K—B1, 7 Kt—K6ch, etc.

- | | |
|-------------|--------|
| 5 | K—Kt1 |
| 6 R—Kt7ch | K—R1 |
| 7 R—R7ch! | K x R |
| 8 Kt—Kt5ch! | B x Kt |

Stalemate!

A. A. SAFONOV
WHITE TO PLAY AND WIN



"64" 1929

Wherein the White Queen shows that she can handle the situation all by herself!

1 B—B3

Black must capture this Bishop, as otherwise, say 1 . . . Q—K4, 2 Q x Bch, and White is a piece ahead.

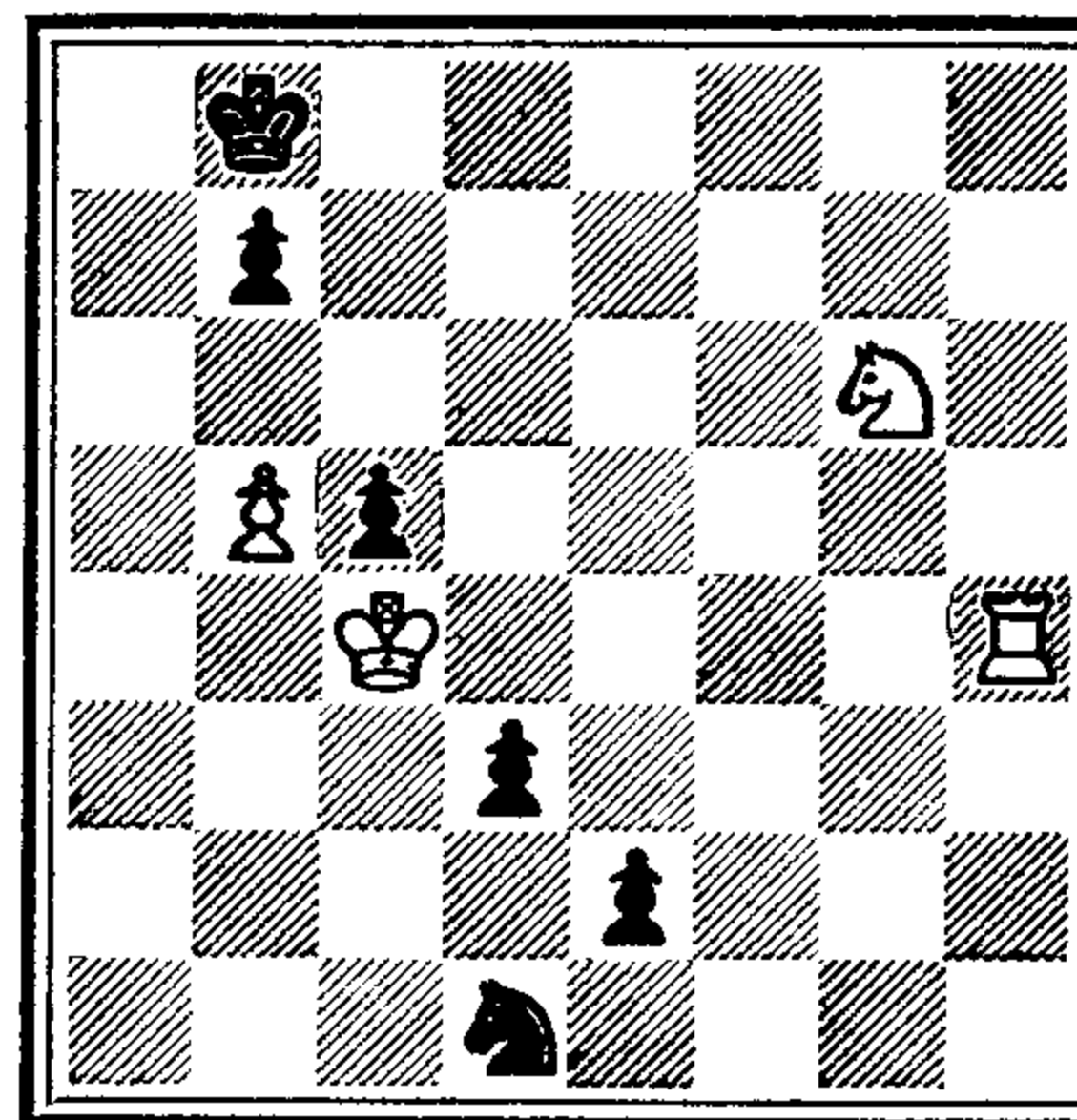
1 Q x B
2 Q—B7ch K—K5
3 Q—K8ch

Black cannot play 3 . . . K—Q4, as 4 Q—R8ch follows and the Black Queen is lost.

3 K—B4
4 Q—B8ch! K—K5
5 Q—R8ch P—Q4
6 Q—K8ch K—B4
7 Q—B7ch K—K5
8 Q—K6

Mate.

B. A. BRON
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1934

Accuracy in timing is the theme of this ending! White's clever moves to draw are far from obvious!

1 P—Kt6

Threat: 2 R—R8 mate.

1 K—B1
2 Kt—K5

With the same threat.

2 K—Q1
3 Kt x P Kt—Kt7ch!

To get rid of the White Knight, which stops the Pawn from Queening.

4 K x P!

Brilliant and unexpected!

4 Kt x Ktch
5 K—Q6 P—K8(Q)
6 R—R8ch Q—K1

Now is the time to be wary! If 7 R x Qch, K x R, 8 K—B7, Kt—B4, 9 K—Q6, Kt—Kt6, 10 K—B7, Kt—R4 and Black wins!

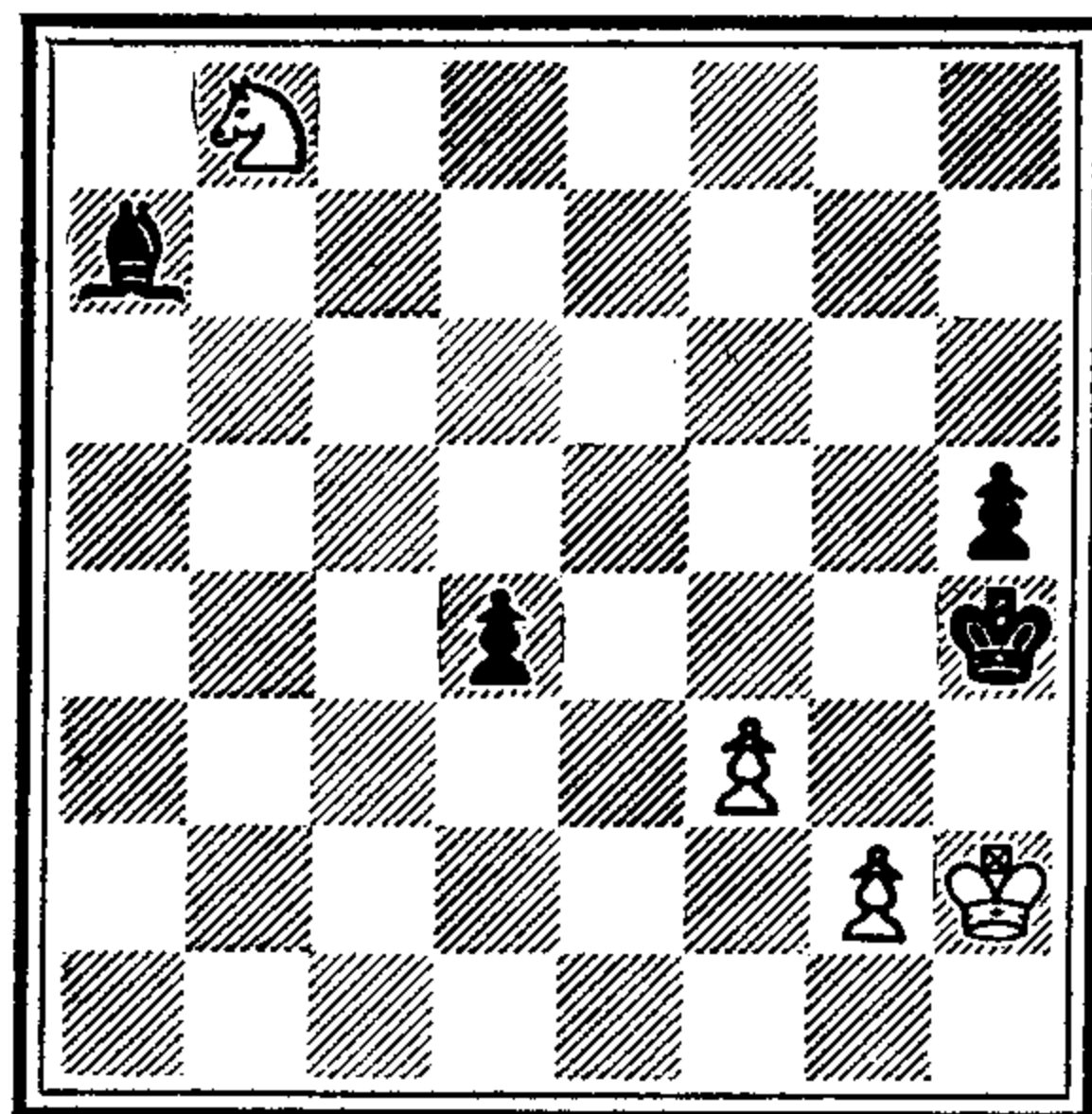
7 R—Kt8!!

Now, if the Knight moves, 8 R x Qch, K x R, 9 K—B7 winning the Pawn and drawing.

7 Q x R

Stalemate!

A. A. TROITZKY
WHITE TO PLAY AND DRAW



"Tijdschrift for Schack"
1910

White draws by remembering that a Queen alone cannot mate!

1 Kt—B6	P—Q6
2 Kt x B	P—Q7
3 Kt—Kt5	P—Q8(Q)
4 Kt—B3	Q—Q3ch
5 K—R1

Clearly, Black cannot move his King, on account of 6 Kt—K4ch, followed by 7 Kt x Q. Therefore:

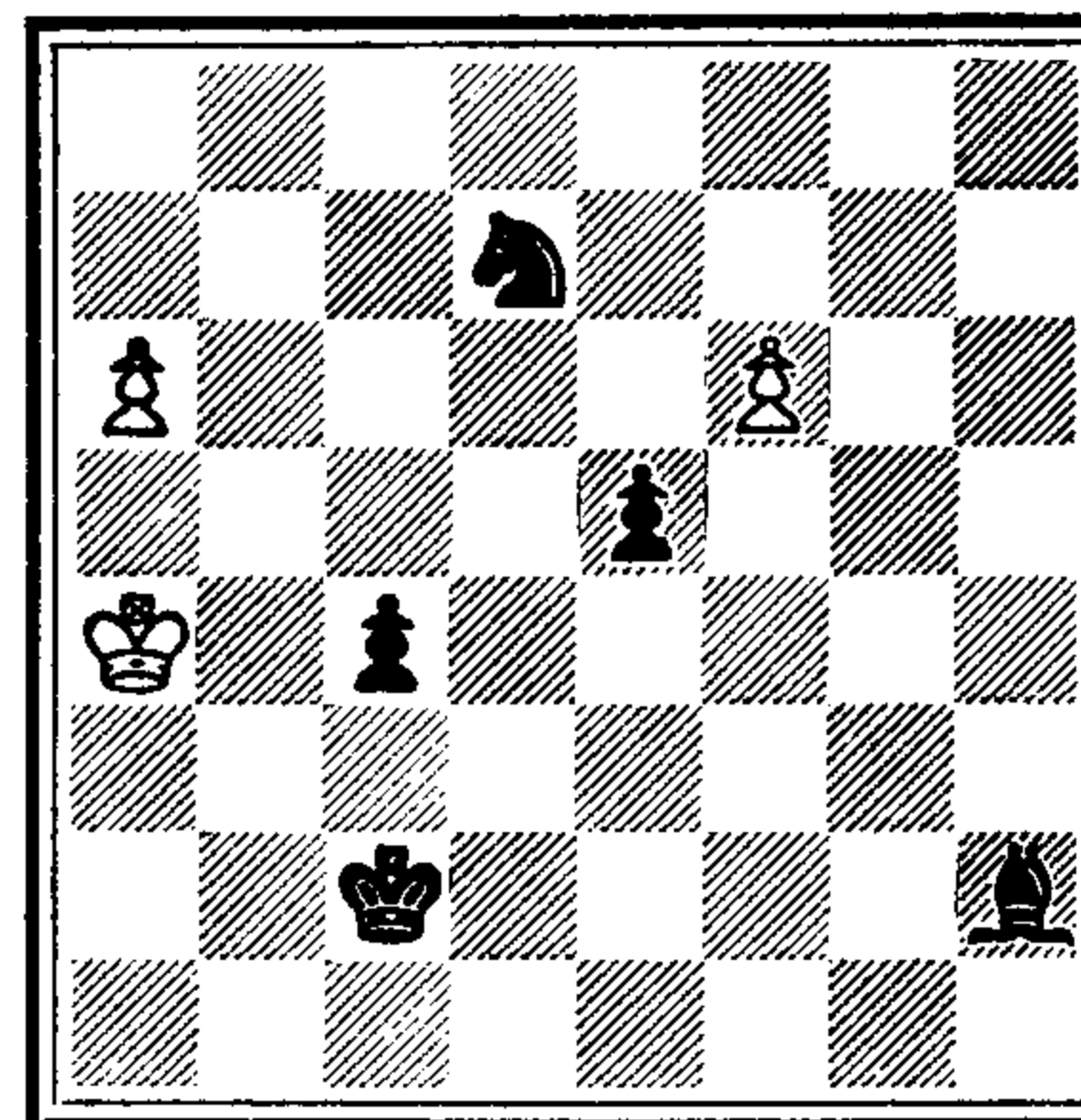
5	Q moves
6 Kt—K4!	

And draws!

The Queen alone cannot force mate, and the Black King is helpless to assist!

If, for instance, Queen to the last rank, checking, 7 K—R2 threatening 8 P—Kt3 mate, and Black has to permit the King to return.

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND DRAW



First Prize—
"64" 1927

White draws cleverly by sacrificing two Queens, and capturing in return only one little Pawn!

1 P—R7	B—Kt8
2 P—R8(Q)	Kt—Kt3ch
3 K—Kt4!	Kt x Q
4 P—B7	Kt—B2
5 P—B8(Q)	B—B4ch

Black plays ingeniously!

If 6 K x B, Kt—K3ch, wins the Queen, and the game.

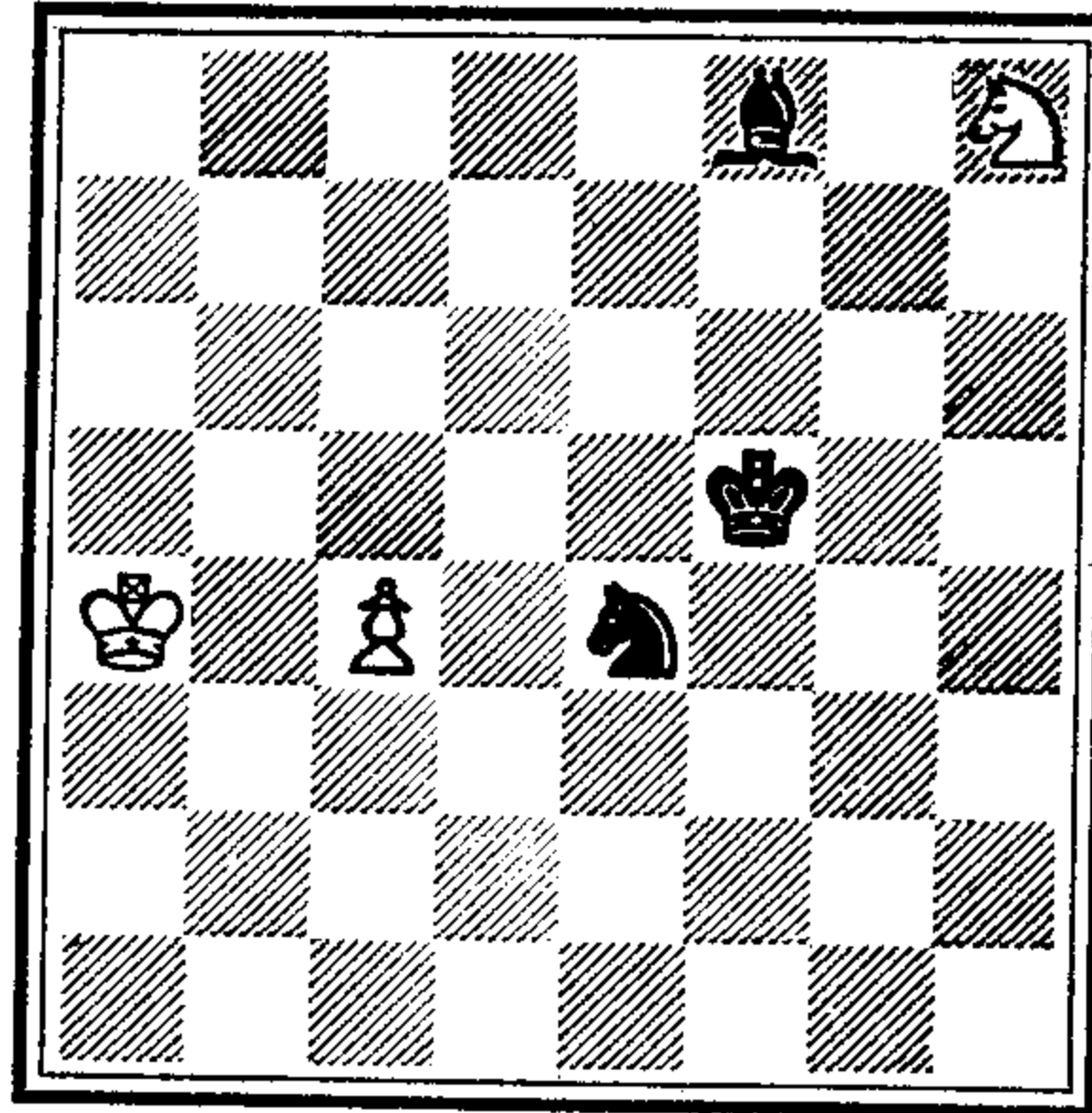
If 6 Q x B, Kt—R3ch, wins the Queen, and the game.

White, however, chooses to give up the Queen his own way, and save the game!

6 K x P!	B x Q
----------	-------

Stalemate!

T. B. GORGIEV
WHITE TO PLAY AND DRAW



"Ceskoslovensky Sach"
1929

In which the White Knight takes a long journey!

1 Kt—B7	K—K3
2 Kt—Q8ch	K—Q2
3 Kt—Kt7	K—B2
4 Kt—R5

It looks as if the Knight has reached shelter, but Black is hot on his trail!

4	K—Kt3
---------	-------

White's position is critical, now. The King cannot move away, as the Knight must be protected, and if 5 Kt—Kt3, Black replies Kt—B6 mate! What to do?

5 P—B5ch!
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If Black plays 5... B x P, 6 Kt—B4ch, saves White.

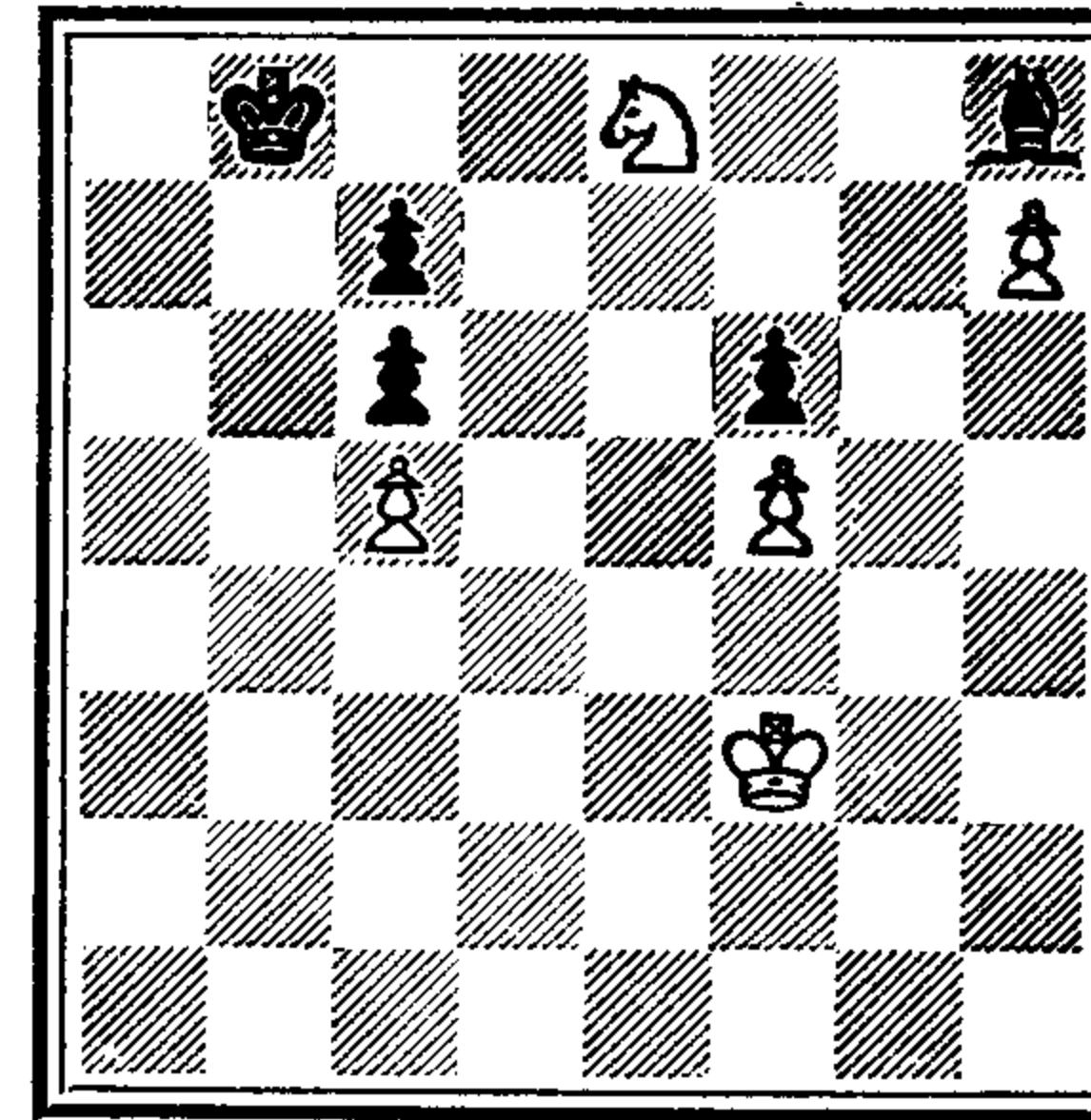
5	Kt x Pch
6 K—Kt4	Kt—Kt2ch

The discovered check wins the Knight, but—

7 K—R4!	Kt x Kt
---------	---------

Stalemate!

A. S. SELESNIEV
WHITE TO PLAY AND WIN



"Deutsche Schachzeitung"
1920

Dr. Lasker thought highly of the depth and subtlety of Selesniev's creations.

A case in point!

1 K—Kt4	K—B1
2 K—R5	K—Q1
3 Kt—Kt7!	B x Kt

Now, finesse is required! The natural attack only draws.

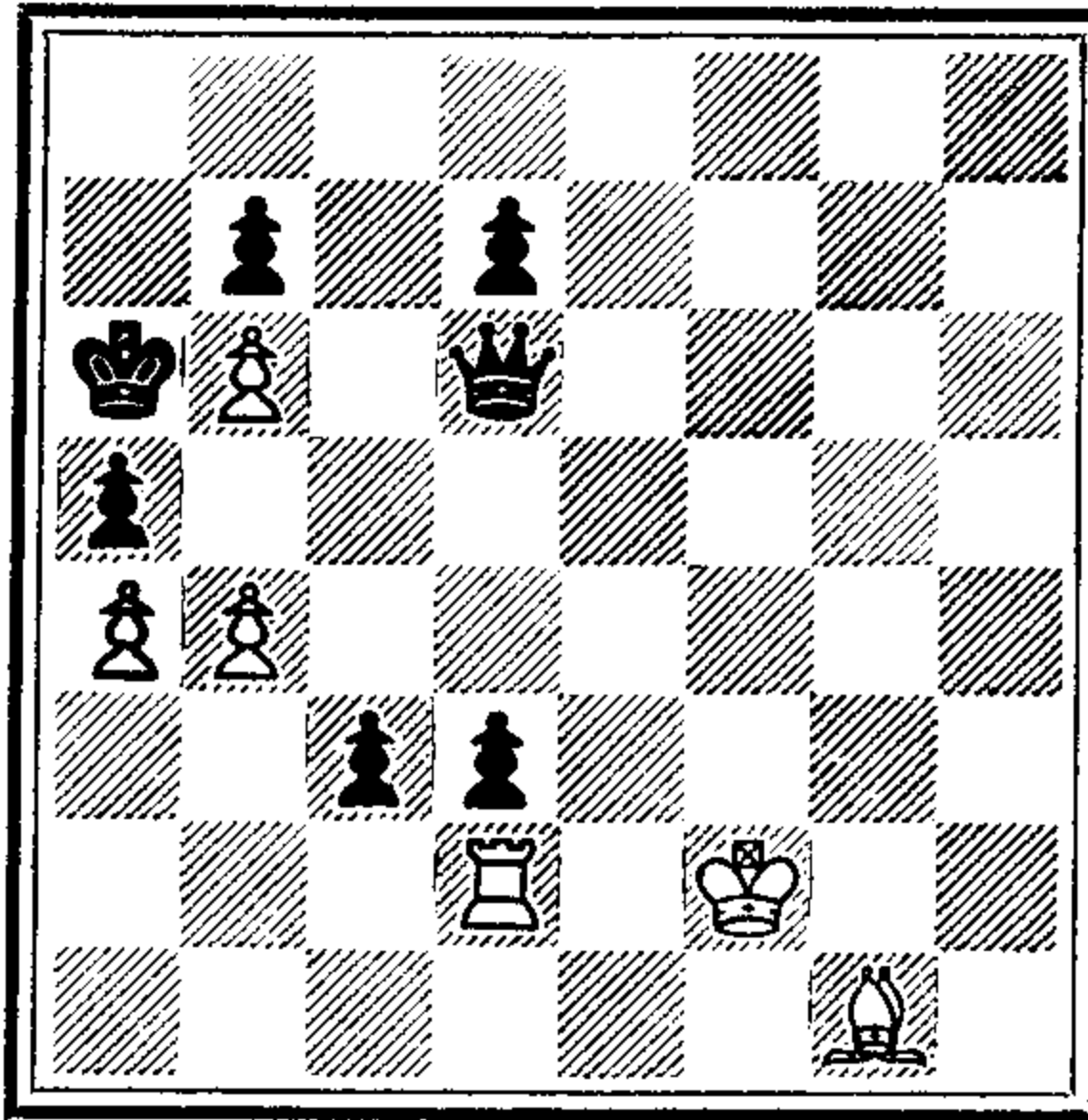
If, for instance, 4 K—Kt6, B—R1, 5 K—B7, K—Q2, 6 K—Kt8, K—K2, 7 K x B, K—B2, stalemate!

The hidden point is to sacrifice the beautiful potential Queen, the Rook Pawn!

4 P—R8(Q) ch!!	B x Q
5 K—Kt6	K—K2
6 K—R7	K—B2
7 K x B	K—B1
8 K—R7	K—B2
9 K—R6	K—K2
10 K—Kt6	

And wins.

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



"64" 1928

With only Rook and Bishop against a Queen and two powerful passed Pawns, it takes sharp play to squeeze out of this mess!

Yet Herbstmann shows that five good moves are all that are required!

1 P—Kt5ch	K x P
2 K—K1ch	K—B2
3 B—R2!	P x Rch
4 K—Q1

If Black plays 4 Q x B, 5 P—Kt6ch, King moves, and White is stalemate.

4	P—Kt3!
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Now if White is hasty and plays 5 B x Qch, K x B follows and Black wins.

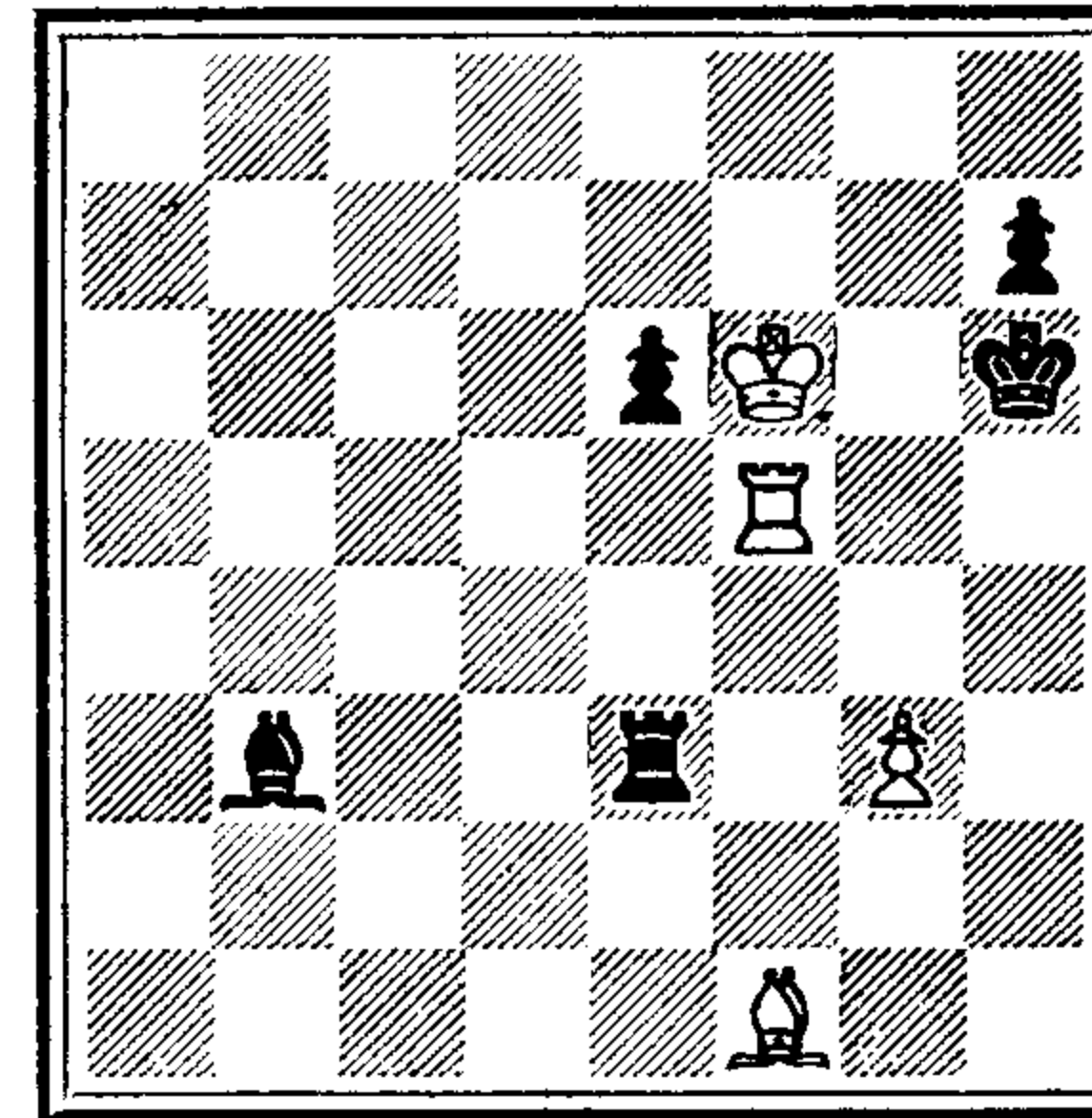
5 B—B4!
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Forcing Black's reply.

5	Q x B
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Stalemate!

K. A. L. KUBBEL
WHITE TO PLAY AND WIN

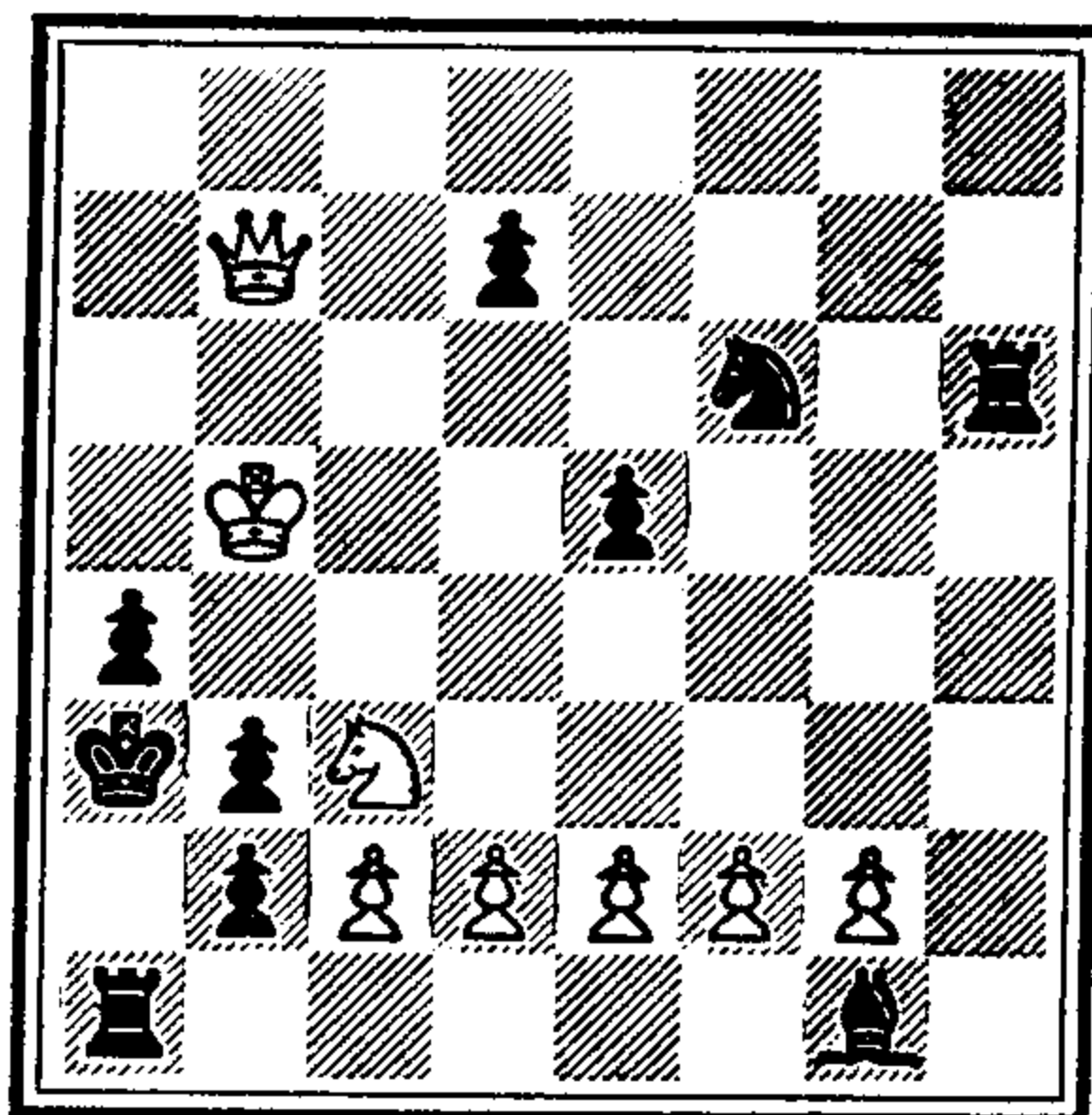


"Chess in U.S.S.R."
1936

A delightful illustration of "the art of sacrifice"!

1 R—B2
Threatening 2 R—R2 mate.	
1	B—Q8
2 R—R2ch	B—R4
3 B—K2
Threat: 4 R x B mate.	
3	R x B
4 P—Kt4!
Now, Black must again stop 5 R x B mate.	
4	R x R
And he does so, by removing the Rook, but—	
5 P—Kt5	Mate!

G. NEUKOMM
WHITE TO PLAY AND DRAW



"Magyar Sakkvilag"
1935

White forces a neat draw from a complicated looking position with a few energetic strokes!

Note how lavish White is—in eight moves he sacrifices everything but his King!

1 Kt—Kt1ch

If 1 . . . K—R7, 2 Kt—B3ch, K—R6, 3 Kt—Kt1ch, etc.

1 R x Kt

2 Q—R6

Threat: 3 Q x P mate.

2 R—R5

3 P—Kt4 R x P

4 P—KB4 R x P

Black must keep on capturing as the Rook is the only piece that can guard his important Rook Pawn.

5 P—K4 R x P

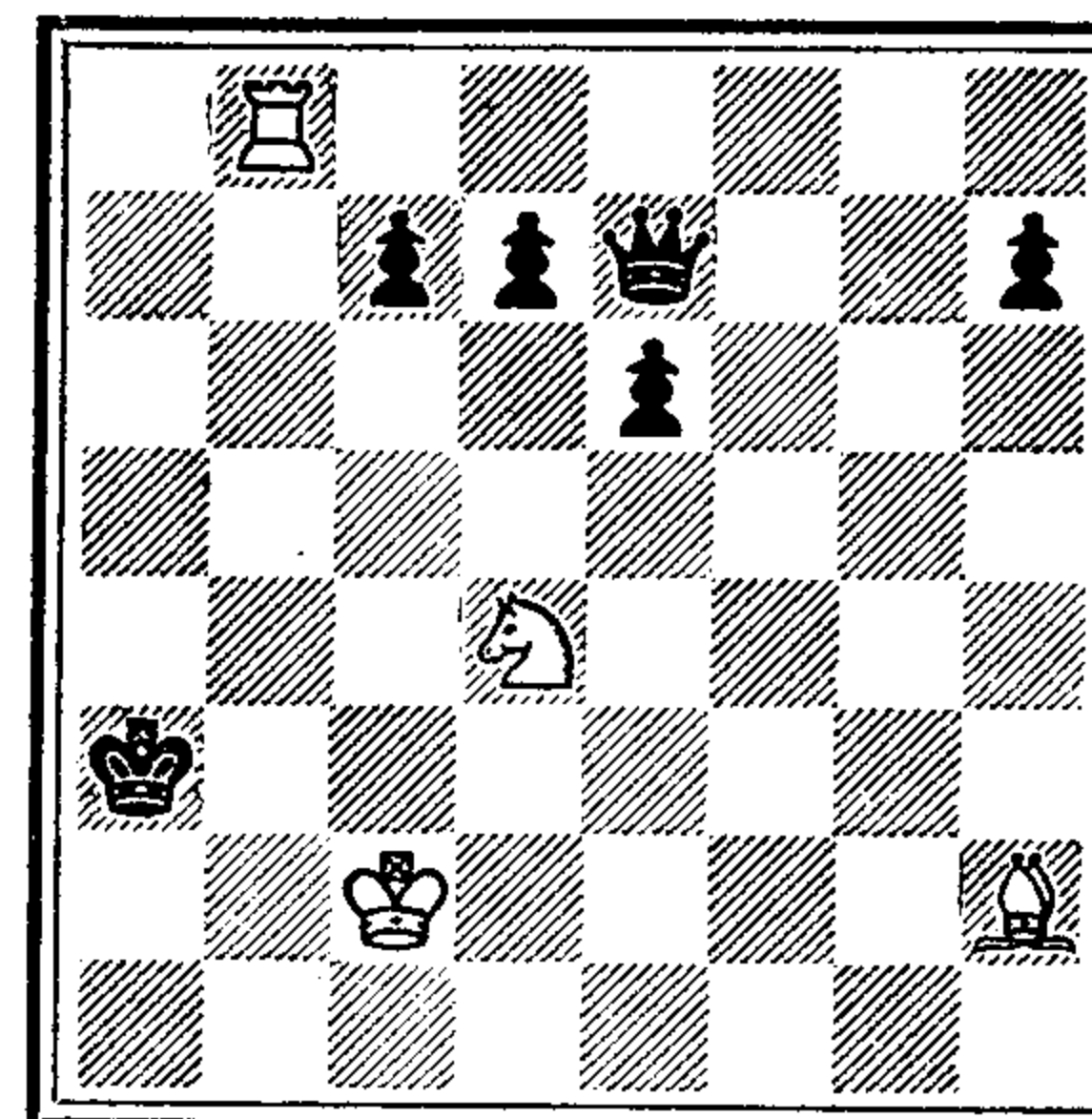
6 P—Q4 R x P

7 P—B4 R x P

8 Q x Pch! R x Q

Stalemate!

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1940

White, by means of mating threats, maneuvers Black into a peculiar combination of pin and Knight Fork!

1 B—Q6ch!

If 1 . . . Q x B, 2 Kt—Kt5ch, wins the Queen.

1 P x B

2 K—B3!

Threatens mate.

2 K—R7

3 R—Kt2ch

Of course, if 3 . . . K—R8, 4 Kt—B2 mate.

3 K—R6

4 R—Kt7! K—R7

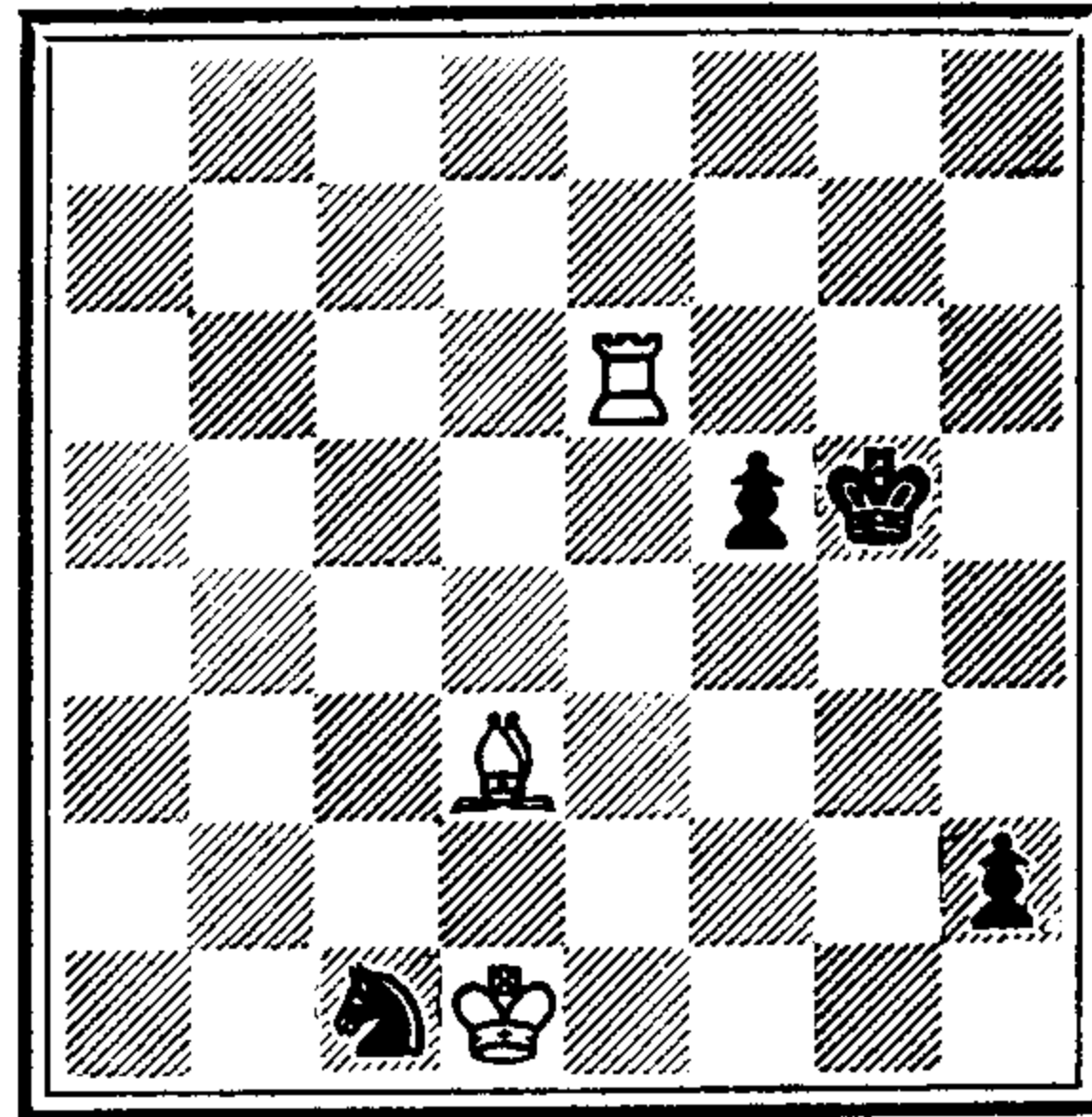
5 K—B2 K—R6

6 R—R7ch K—Kt5

7 Kt—B6ch!

And wins, as the Queen is lost.

A. P. GULAYEV
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1936

White draws this position, by recalling, as a last desperate resource, that the Knight cannot gain a move!
A useful end-game principle!

1 B—K4

The only way to stop the Pawn. If, instead 1 R—K1, Kt x B, 2 R—B1, P—R8(Q), 3 R x Q, Kt—B7ch, and Black wins.

1 P x B
2 R—K5ch K—Kt5

The King does not move nearer to the Rook, as he must not allow the Rook to come behind the Rook Pawn.

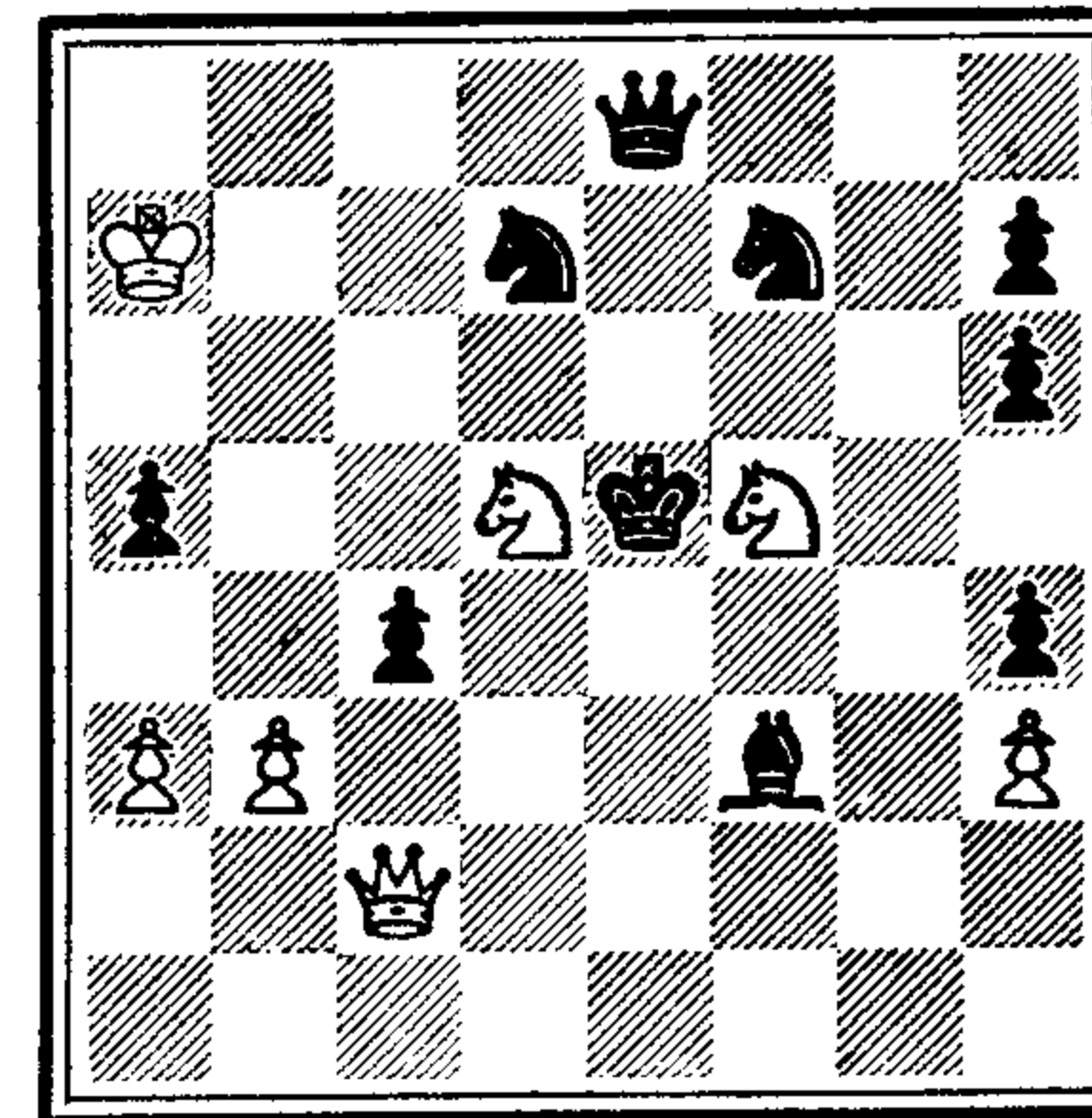
3 R x Pch K—Kt6
4 R—K1 Kt—Q6
5 R—B1 K—Kt7
6 K—K2 Kt—B5ch
7 K—K1 Kt—R6

Threatening 8 . . . Kt—Kt8.

8 R—R1! K x R
9 K—B1 Kt—Kt4
10 K—B2 Kt—K5ch
11 K—B1 Kt—Q7ch
12 K—B2

Drawn.

A. A. TROITZKI
WHITE TO PLAY AND WIN



"Tyovaen Shakki"
1935

The Black King cannot avoid his destiny! He may choose either of two roads, but the same fate awaits him at the end!

See O. Henry's story "Roads of Destiny"!

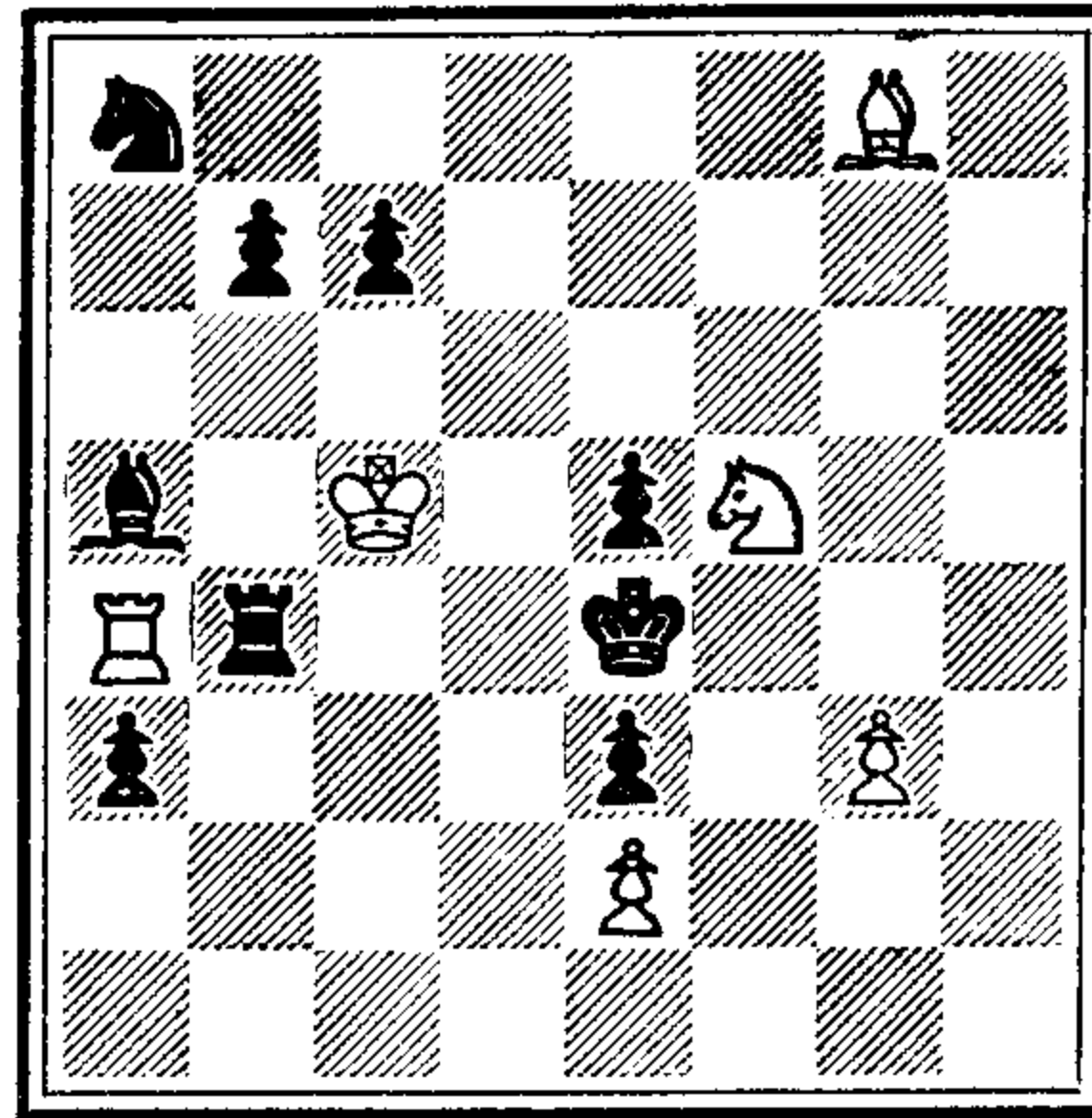
1 Q—B3ch

Black cannot go to K5 as 2 Q—K3ch, wins his Queen, nor can he go to K3 as 2 Kt—B7ch, does likewise. He must therefore capture one of the Knights!

The Two Roads:

1 K x Kt(B4)	1 K x Kt(Q4)
2 Q x Bch K—Kt3	2 Q—Q4ch K—B3
Not 2 . . . K—K3, 3 Kt—B7ch	Not 2 . . . K—K3, 3 Kt—Kt7ch
3 Q—Kt4ch Kt—Kt4	3 Q x Pch Kt—B4
4 Q—R5ch! K x Q	4 Q—Kt5ch! K x Q
5 Kt—B4 mate!	5 Kt—Q4 mate!

A. S. GUREWITZ
WHITE TO PLAY AND DRAW



Second Prize—
"Schachmatny Listok"
1928

A curious method of forcing a draw by telescoping" the opposing pieces so that they are immovable!

1 B—R7

Threatening mate by 2 Kt—Q6.

1 P—Kt3ch

2 K—B6

Now mate is threatened by 3 Kt—Q6ch, K—Q5, 4 Kt—Kt5ch, K—B5, 5 B—Kt8 mate.

2 R x R

3 Kt—Q6ch K—Q5

4 Kt—Kt5ch K—B5

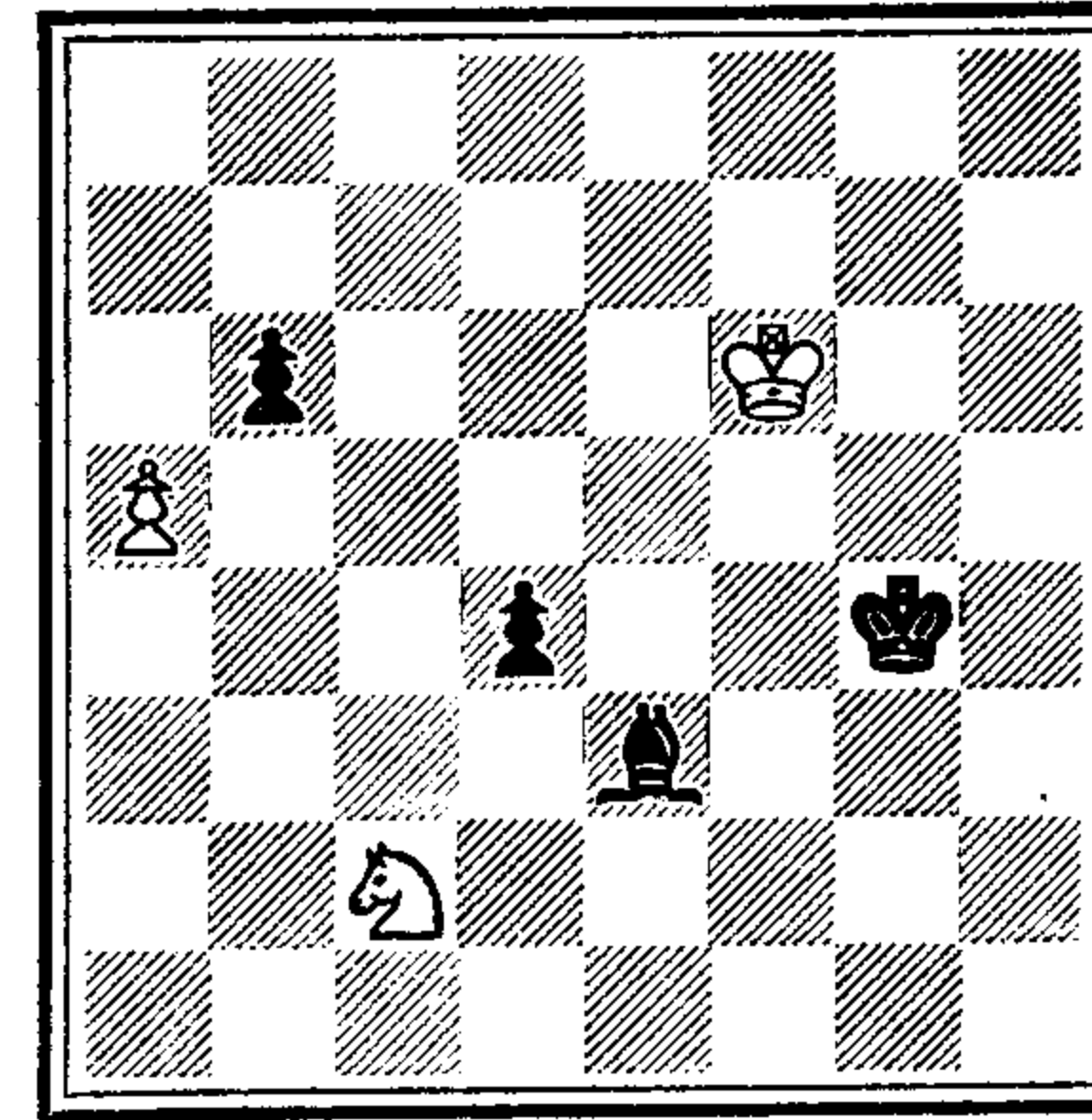
5 B—Kt8ch K—Kt5

6 B—R2! P—K5

7 P—Kt4

Stalemate!

M. HAVEL
WHITE TO PLAY AND WIN



"Ceskoslov. Sach"
1930

The great Bohemian problem composer shows his skill in the end-game with this captivating miniature!

1 P—R6!

Black, of course cannot advance his passed Pawn, as his Bishop would be unprotected. He therefore checks to gain time.

1 B—Kt4ch

2 K—Kt6 P—Q6

3 Kt—K3ch! B x Kt

Forced, as 3 . . . K—B6, 4 Kt—Q1 wins easily.

4 P—R7 P—Q7

5 P—R8 (Q) P—Q8 (Q)

6 Q—Kt2ch

If 6 . . . K—R5, 7 Q—R2ch, K—Kt5, 8 Q—R5ch, wins the Queen.

6 K—B5

7 Q—Kt5ch K—K5

If 7 . . . K—B6, 8 Q—R5ch, wins the Queen.

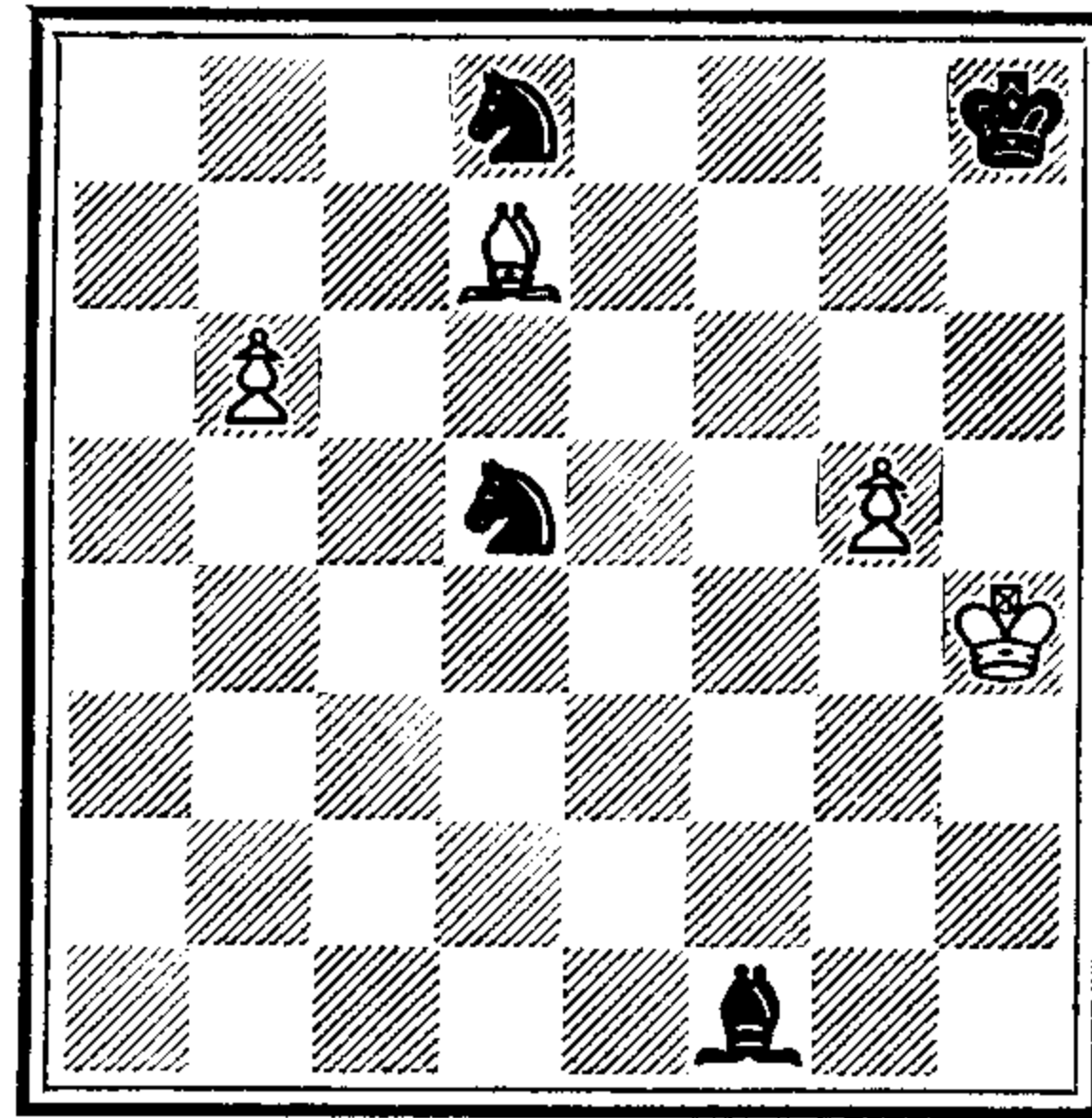
8 Q—B5ch K—Q5

9 Q—Q7ch K moves

10 Q x Q

And wins

F. M. SIMKOVITSCH
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1940

That two stalemates can occur in this wide open position seems incredible, but Simkovitsch demonstrates it entertainingly!

1 P—Kt7	Kt x P
2 B—B6	Kt—Q3
3 B x Kt

White has won a piece; but can he keep it?

3	Kt—B4ch
4 K—R5

Of course not 4 K—Kt4, Kt—K6ch.

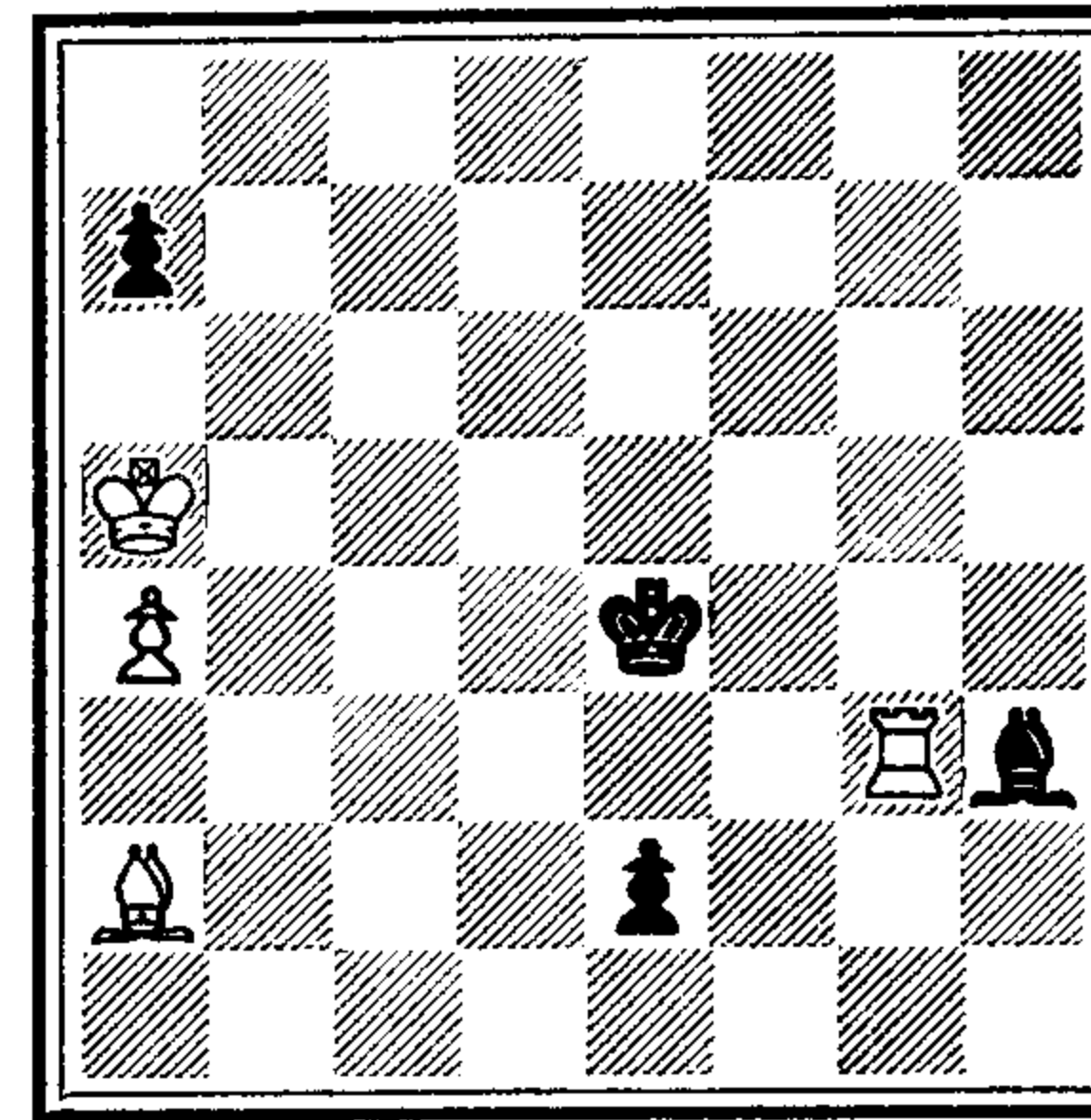
4	B—K7ch
5 K—Kt6	Kt—K2ch
6 K—B7!	Kt x B
7 P—Kt6	B—R4
8 K—B8!

So that if 8 . . . B x P, White is stalemate.

8	Kt—B3
9 P—Kt7ch	K—R2
10 P—Kt8 (Q) ch!	Kt x Q

Stalemate.

J. SEHWERS
WHITE TO PLAY AND DRAW



"1000 End-Games"
1910

Black avoids stalemating on the diagonal only to be forced to do so on the file! A clever twist!

1 B—Q5ch	K—Q5
----------	------

To keep the Rook away from K3.

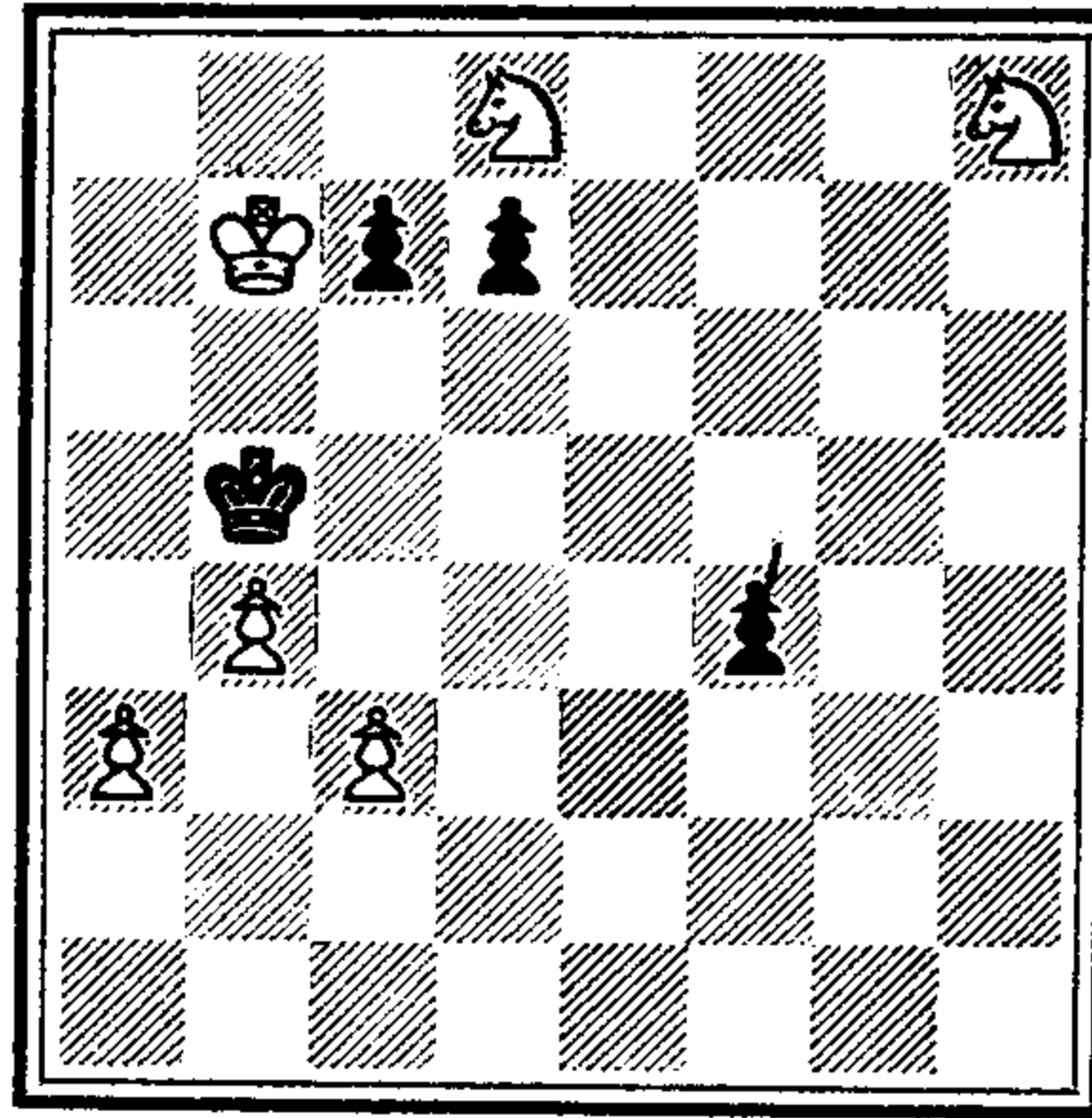
2 R—Kt1	B—B8
3 R—Kt4ch	K x B
4 R—Kt4!

This sets Black a problem! If P—K8(Q), White is stalemate. Promoting to Bishop still pins White! Should Black decide to make a Knight, then 5 R—Kt1, and one of the Black pieces is lost. Therefore:

4	P—K8 (R)
5 R—Kt1!	R x R

Stalemate.

J. HASEK
WHITE TO PLAY AND WIN



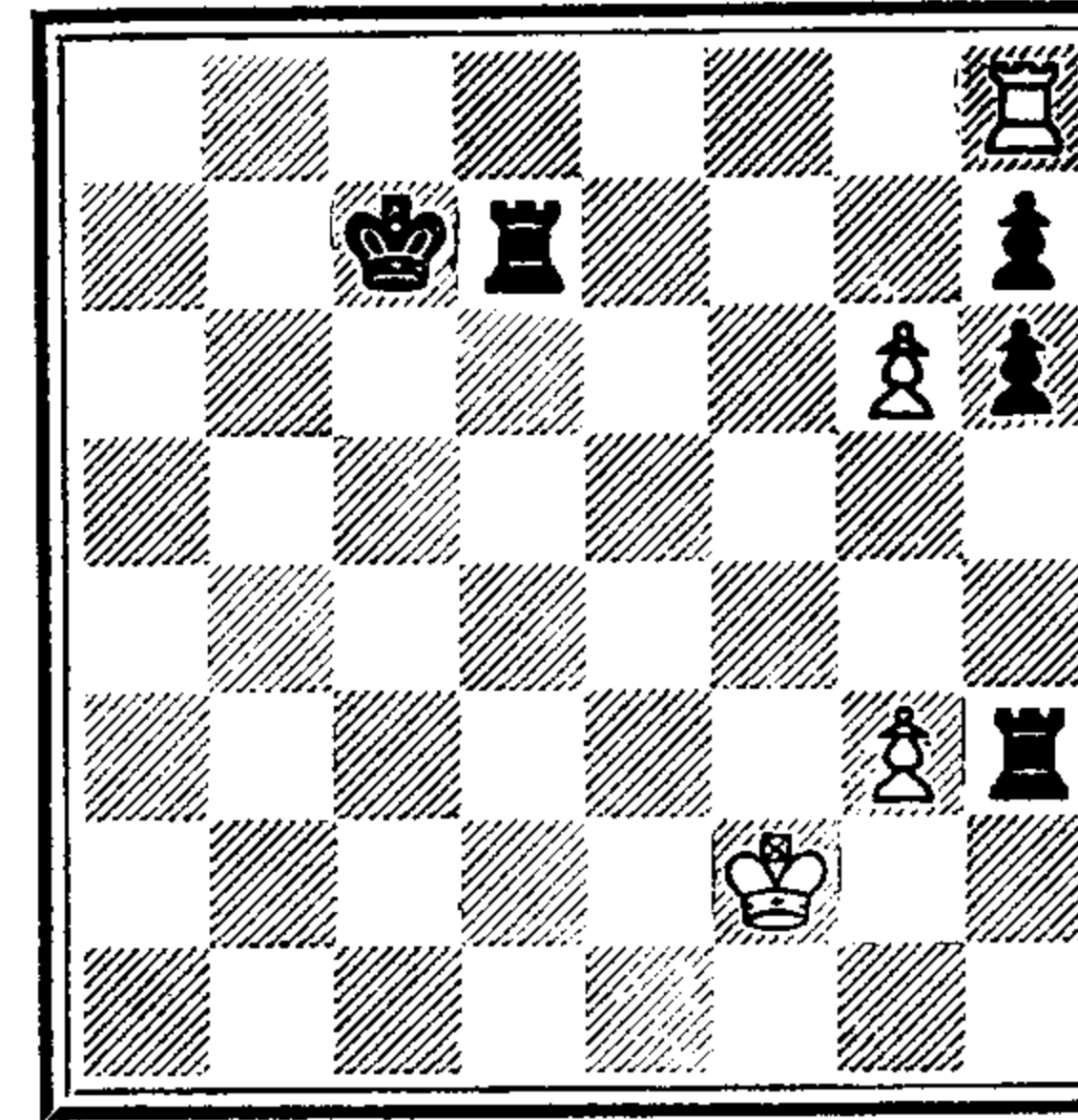
"La Strategie"
1929

The Knights on the eighth rank seem very much out of the game, but in a few moves they control the situation!

1 Kt—B6	P x Kt
2 Kt—Kt6	P—B6
3 Kt—K5	P—B7
4 Kt—Q3	P—B8 (Q)
5 Kt—Kt2!	

And mates next move by 6 P—R4, or 6 P—B4. The Queen has no checks, thanks to White's first move!

K. A. L. KUBBEL
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1935

Two clever ideas are brought to light in this fine ending! The actual solution, and a seemingly plausible line, which leads to disaster!

White's only chance would seem to be to Queen a Pawn. If 1 P x P, R—R7ch, 2 K—Kt1, R—R7, 3 R—B8ch, K x R, 4 P—R8(Q)ch, K—Kt2, and Black's next move of 5 . . . R—Q8ch, wins!

The correct way is:

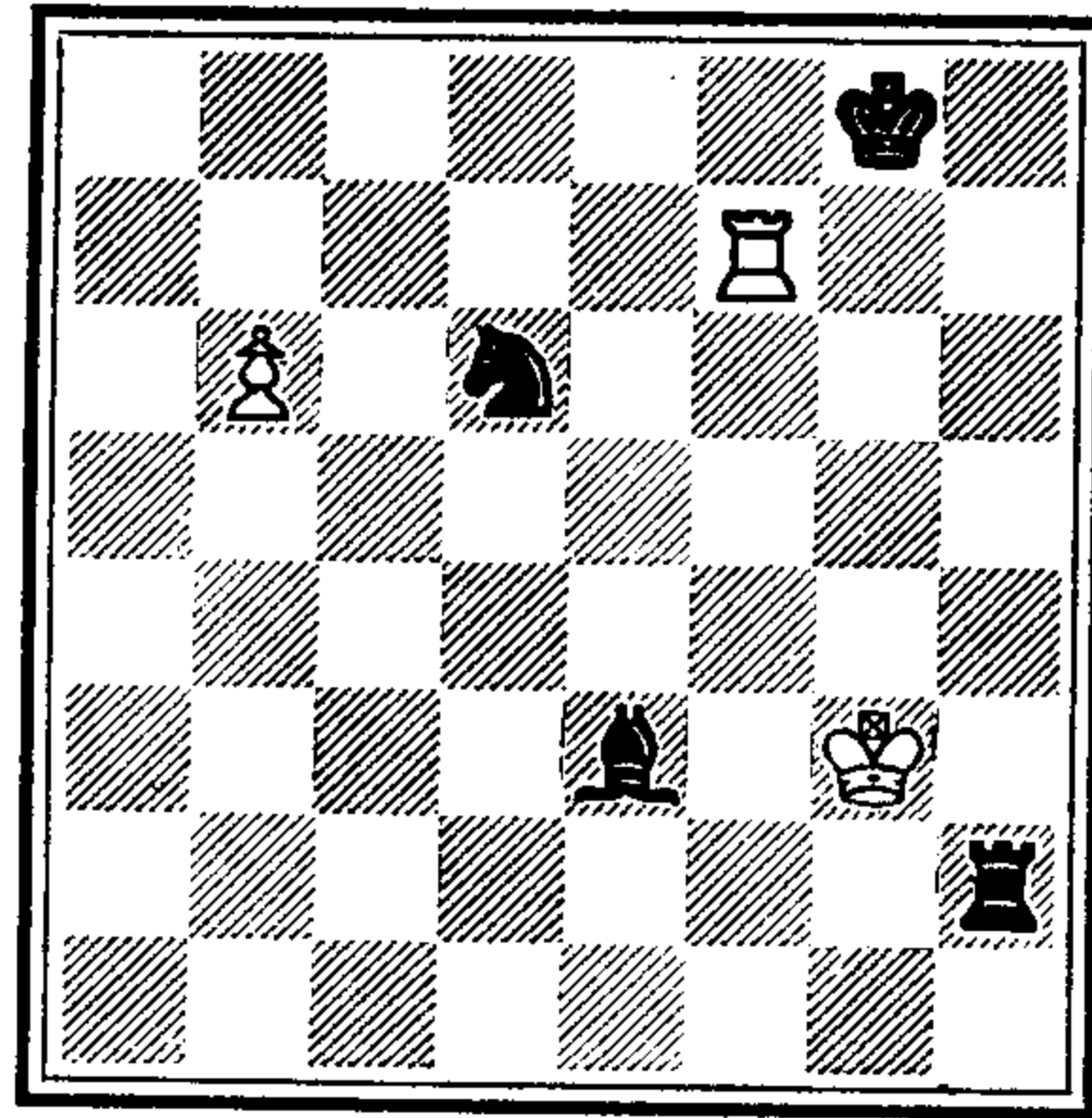
1 K—Kt2	R—R4
2 P x P	K—Q3

To evade the threat of 3 R—B8ch, K x R, 4 P—R8(Q)ch, etc.

3 R—R8	R x P
4 R—R6ch!	

And draws, as Black must lose one of his Rooks!

H. MATTISON
WHITE TO PLAY AND DRAW



"Deutsches Wochenscha**ch**"
1918

A duel wherein the White Rook skillfully holds off Black's three pieces!

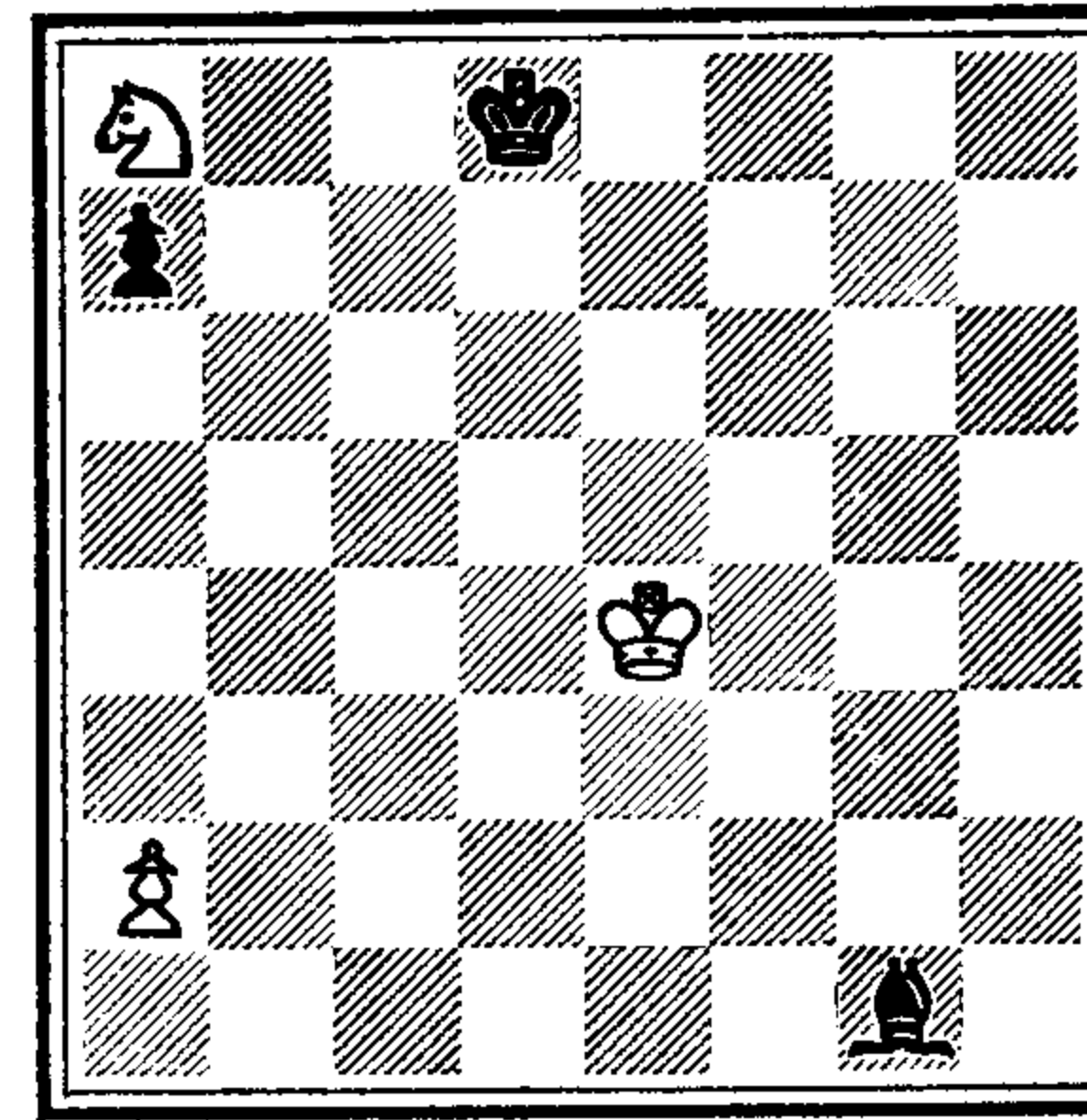
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|----------------|----------|
| 1 R—Q7 | R—Q7 |
| 2 P—Kt7 | Kt—K5ch |
| 3 K—B3! | B—R2 |
| 4 P—Kt8 (Q) ch | B x Q |
| 5 R—Kt7 | Kt—Kt4ch |
| 6 K—Kt4 | R—Kt7ch |
| 7 K—B5 | |

Black has brought his Rook and Knight to safety—but he must still do something about his Bishop!

- | | |
|-------------|--------------|
| 7 | B—Q3 (or R7) |
| 8 R—Kt7ch! | K x R |

Stalemate.

H. MATTISON
WHITE TO PLAY AND DRAW



"Latvia Sport"
1924

With the Knight so badly locked in, it looks as if White might resign gracefully, but there's still a draw on the board!

- | | |
|--------|-------|
| 1 K—Q5 | K—Q2 |
| 2 P—R4 | |

Threatening 3 P—R5 followed by 4 Kt—Kt6.

- | | |
|-------------|------|
| 2 | P—R4 |
|-------------|------|

Which little idea Black promptly stops!

- | | |
|----------|-------|
| 3 K—B4 | K—B3 |
| 4 Kt—B7! | |

An unexpected sacrifice!

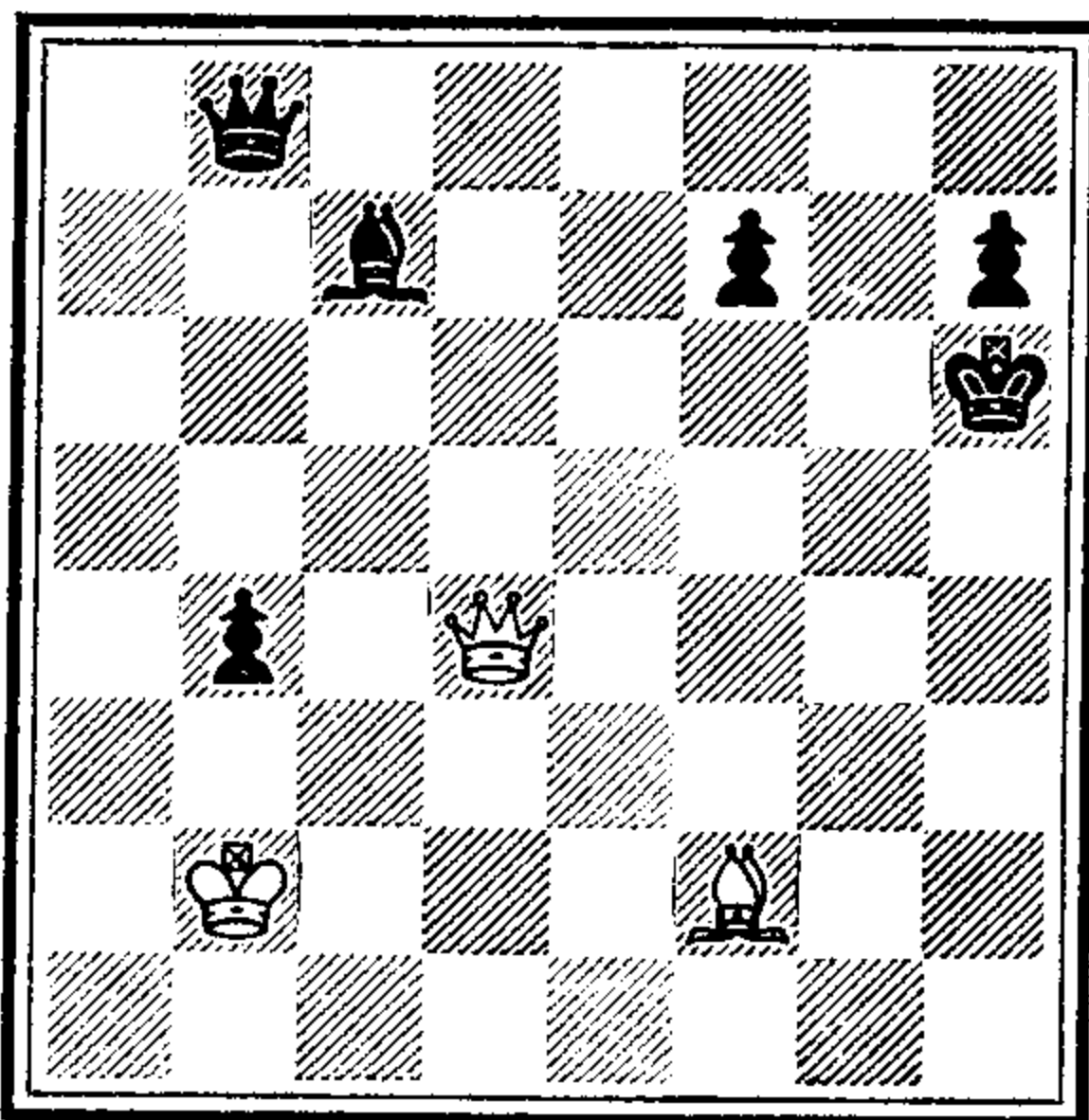
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|-------------|--------|
| 4 | K x Kt |
| 5 K—Kt5 | B—Kt3 |
| 6 K—R6 | |

The Bishop dare not move as the Pawn needs protection, and the Black King must guard the Bishop. There's only one move left!

- | | |
|-------------|------|
| 6 | K—B3 |
|-------------|------|

Stalemate.

A. A. TROITZKY
WHITE TO PLAY AND WIN



"L'Echiquier"
1930

Black wiggles out of the first pin, but the second one proves fatal!

1 Q—B6ch	K—R4
2 Q—B5ch	K—R3
3 B—K3ch	K—Kt2
4 Q—Kt5ch

If 4 . . . K—R1, 5 B—Q4ch, wins.

4	K—B1
5 B—B5ch

If Black replies 5 . . . K—K1, 6 Q—K7 is mate.

5	B—Q3
6 Q—K5!

The first pin!

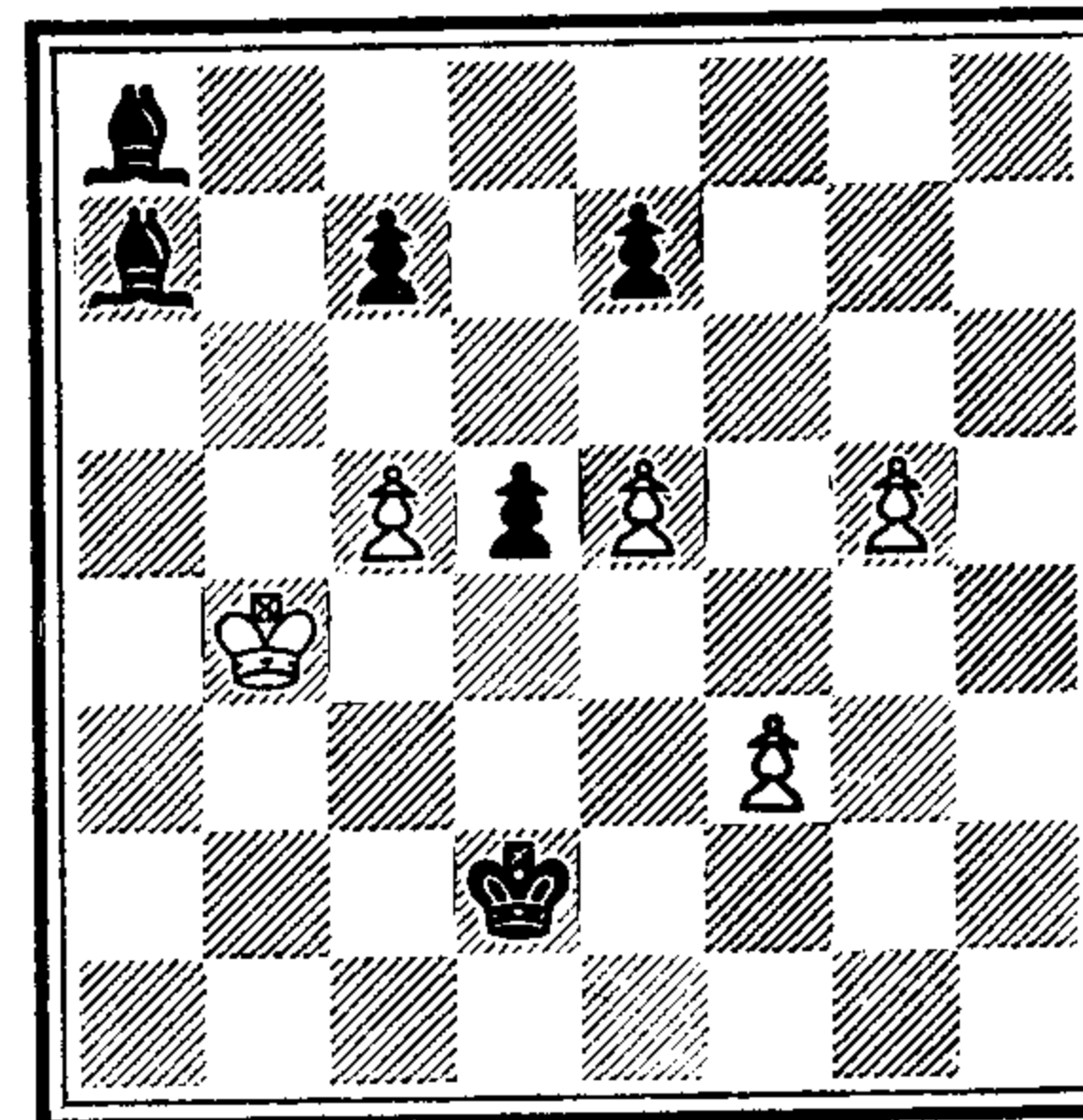
6	K—Kt1
7 B x B

Now Black has to prevent the threat of 8 Q—Kt5ch, K—R1, 9 B—K5ch.

7	Q—Q1
8 Q—Kt3ch	K—R1
9 B—K5ch	P—B3
10 Q—Kt5!	

And the second pin wins!

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND DRAW



"64" 1929

An ingenious—and delightful—method of saving an apparently dead lost position!

1 P—Kt6	P—Q5
---------	------

In order to play 2 . . . B—Q4.

2 K—B4
--------	-------

Which White promptly prevents.

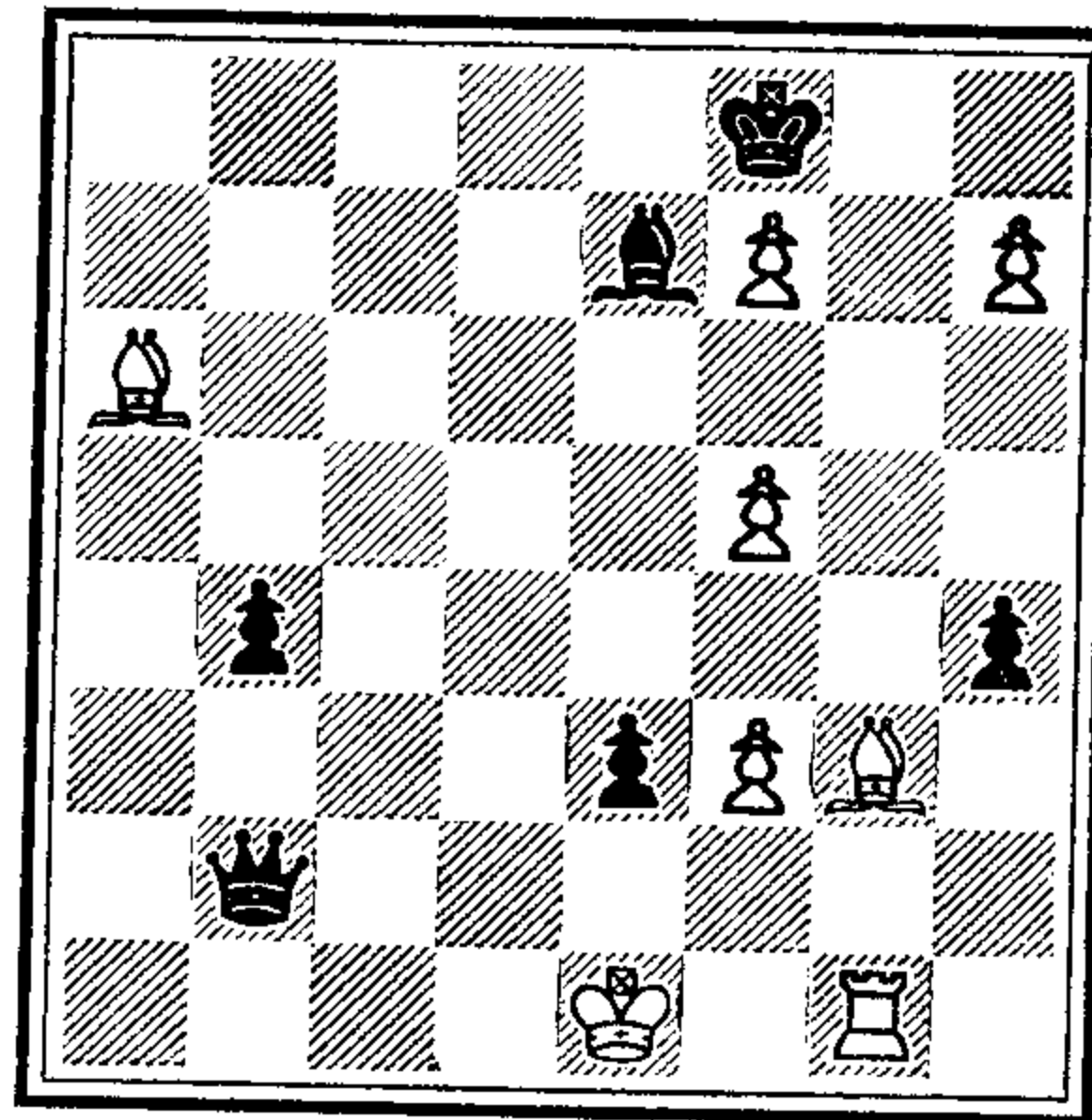
2	B x P (B6)
3 P—Kt7	P—B3
4 P—Kt8 (Q)	B—Q4ch
5 Q x B	P x Qch
6 K x P (Q4)

White now threatens to draw by capturing both Pawns.

6	P—K3
-------------	------

Stalemate!

V. A. KOROLIKOV
WHITE TO PLAY AND WIN



"Isvestia"
1930

The hypnotized Black King walks straight down his Bishop file into checkmate!

- | | |
|-------------|-------|
| 1 P—R8(Q)ch | Q x Q |
| 2 B—K5! | Q x B |

Refusing the Bishop is no better. If 2 . . . Q—R2, 3 B—QB4 followed by 4 R—Kt8ch, wins easily.

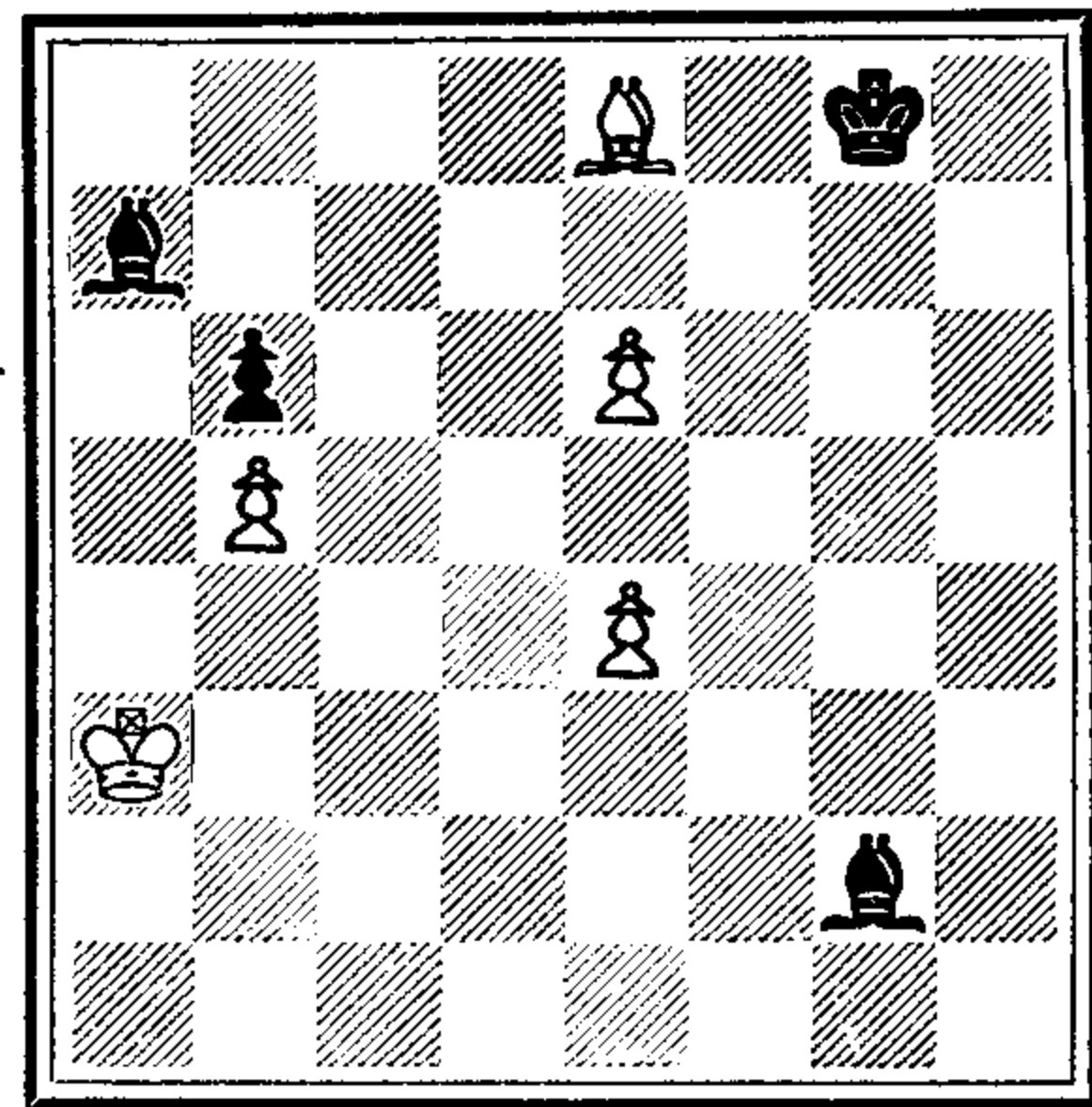
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|-----------|---------|
| 3 R—Kt8ch | |
|-----------|---------|

The King must walk the gang-plank!

- | | |
|-----------|-------|
| 3 | K x P |
| 4 B—B4ch | K—B3 |
| 5 R—Kt6ch | K x P |
| 6 B—Q3ch | K—B5 |
| 7 R—Kt4ch | K x P |
| 8 B—K2 | |

Mate.

K. A. L. KUBBEL
WHITE TO PLAY AND DRAW



"Kolnische Volkszeitung"
1926

White, a piece down, forces a neat draw by a clever shuttling device!

- | | |
|--------|-------|
| 1 P—K7 | B—Kt1 |
|--------|-------|

Threatening to remove the dangerous Pawn by 2 . . . B—Q3ch.

- | | |
|----------|--------|
| 2 P—K5 | B x P |
| 3 B—Q7 | B—Q3ch |
| 4 K—R4 | B x P |
| 5 B—K6ch | K—R1 |
| 6 B—Q5! | B—B8 |

Black avoids 6 . . . B x B, stalemate!

- | | |
|---------|-------|
| 7 B—B4! | B—KR6 |
|---------|-------|

Again, if 7 . . . B x B, stalemate!

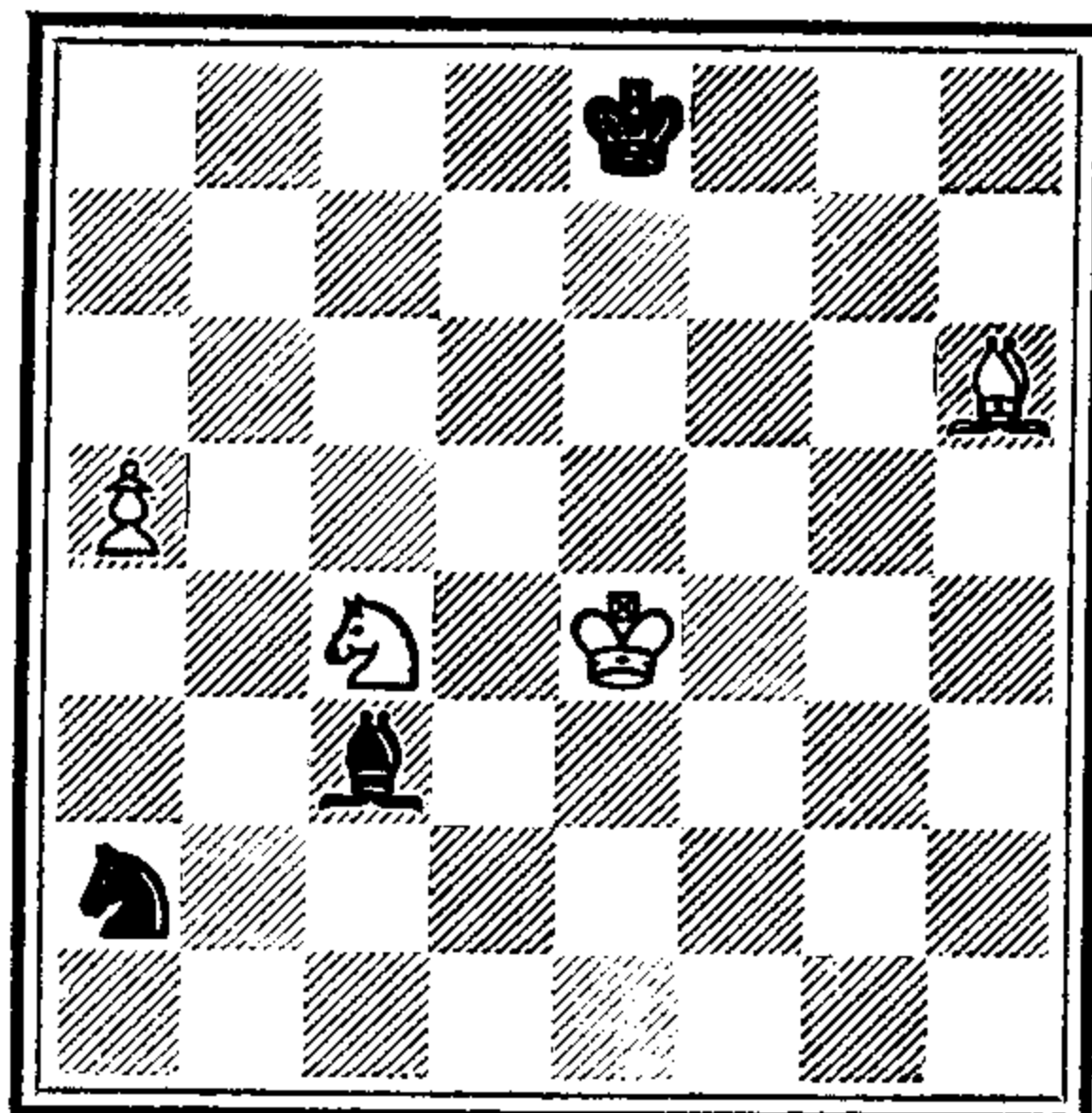
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|---------|-------|
| 8 B—K6! | B—Kt7 |
|---------|-------|

Once more, if 8 . . . B x B, stalemate!

- | | |
|---------|--|
| 9 B—Q5! | |
|---------|--|

Drawn.

A. K. SARYTSHEV
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1935

A pretty and unexpected mate occurs in this witty miniature!

- | | |
|---------------------------|---------|
| 1 P—R6 | B—Q5 |
| The Pawn must be stopped! | |
| 2 K x B | Kt—Kt5 |
| 3 P—R7 | Kt—B3ch |
| 4 K—B5 | Kt x P |
| 5 K—Kt6 | Kt—B1ch |
| 6 K—B7 | |

Black has only two squares for his Knight. If 6 . . . Kt—R2, 7 Kt—R3 holds the Knight and 8 B—K3, seals his doom! So he saves the Knight by

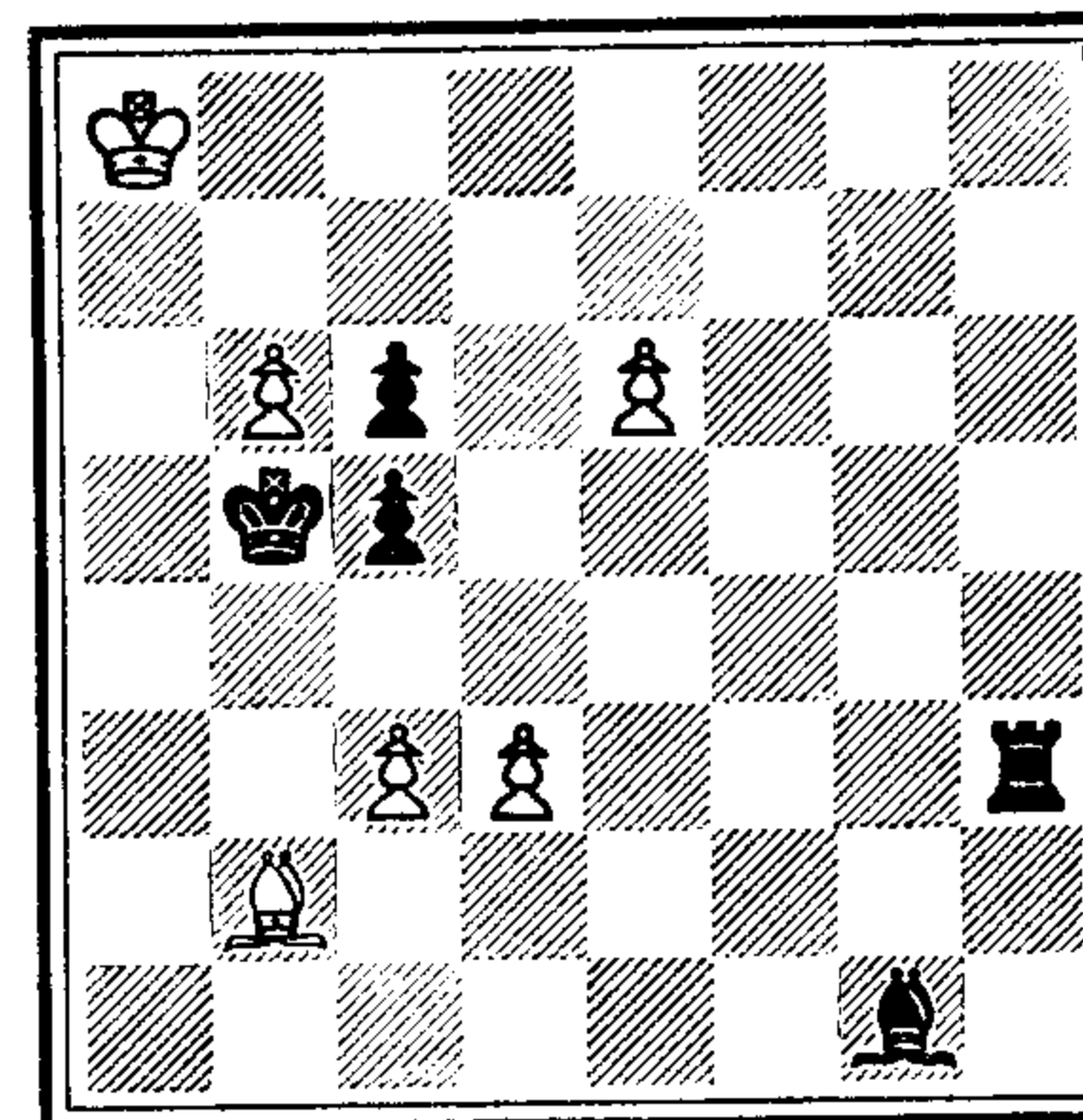
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|-----------|-------|
| 6 | Kt—K2 |
|-----------|-------|

But loses his King!

- | | |
|---------|--|
| 7 Kt—Q6 | |
|---------|--|

Mate!

E. I. UMNOV
WHITE TO PLAY AND WIN



"Truda" 1928

A fine illustration of the Nowotny theme (placing a White piece on a square interfering with two Black pieces travelling in different directions) combined with threatened stalemate and under-promotion!

- | | |
|----------|-------|
| 1 P—Kt7 | B—R7 |
| 2 P—B4ch | K—R3! |
| 3 P—K7 | R—K6 |
| 4 B—K5! | |

The Nowotny idea—to force the Black pieces to get in each other's way! For instance, if 4 . . . B x B, 5 P—K8(Q) wins. Seemingly if 4 . . . R x B, the Bishop's diagonal is blocked, and White simply Queens the Knight Pawn and wins.

- | | |
|-----------|--------|
| 4 | R x B! |
|-----------|--------|

A quick-witted defence! If 5 P—Kt8(Q), R x P, 6 Q x B (forced, as if Queen elsewhere, 6 . . . R—R2 mate) R—K1ch, 7 Q—Kt8, R—Q1!!, 8 Q x R stalemate!

But White has some ideas of his own!

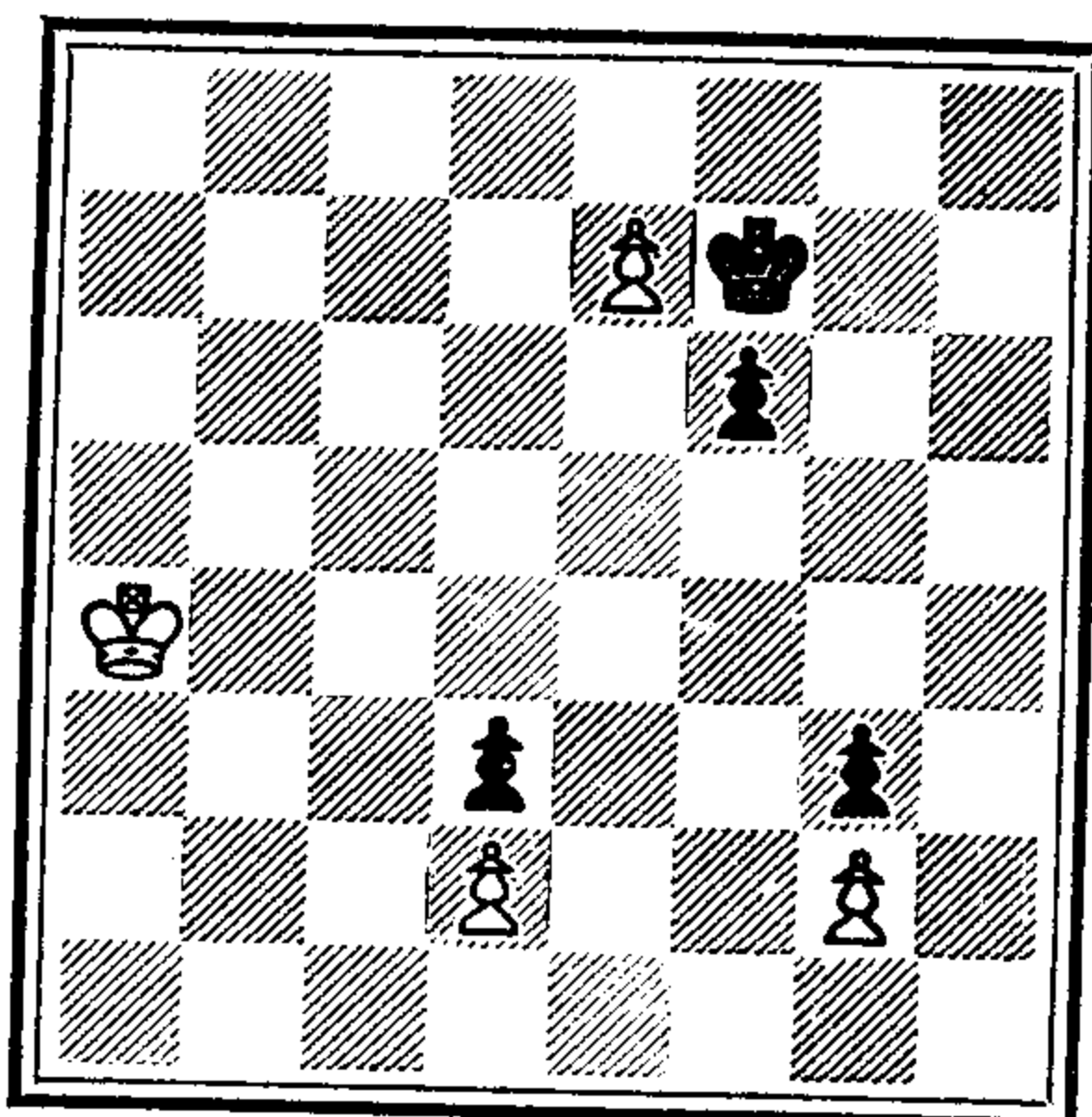
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|----------------|-------|
| 5 P—Kt8(Kt)ch! | K—Kt3 |
|----------------|-------|

Or 5 . . . K—R4, 6 Kt x Pch, winning.

- | | |
|-----------|------|
| 6 Kt—Q7ch | K—B2 |
| 7 Kt x R | |

And wins.

T. B. GORGIEV
WHITE TO PLAY AND DRAW



"Magyar Sakkvilag"
1929

Precision in timing is the motif of this dainty little tidbit!

1 K—Kt5!

White would lose if he tried to go after the Black Pawns, as follows: 1 K—Kt4, P—B4, 2 K—B4, P—B5, 3 K x P, P—B6, 4 P x P (or 4 K—K3, P x P) P—Kt7 and wins.

1 P—B4

But not 1 . . . K x P, 2 K—B4 etc.

2 K—B6 K x P

Forced, as otherwise White plays 3 K—Q7.

3 K—Q5 K—B3

4 K—Q4 P—B5

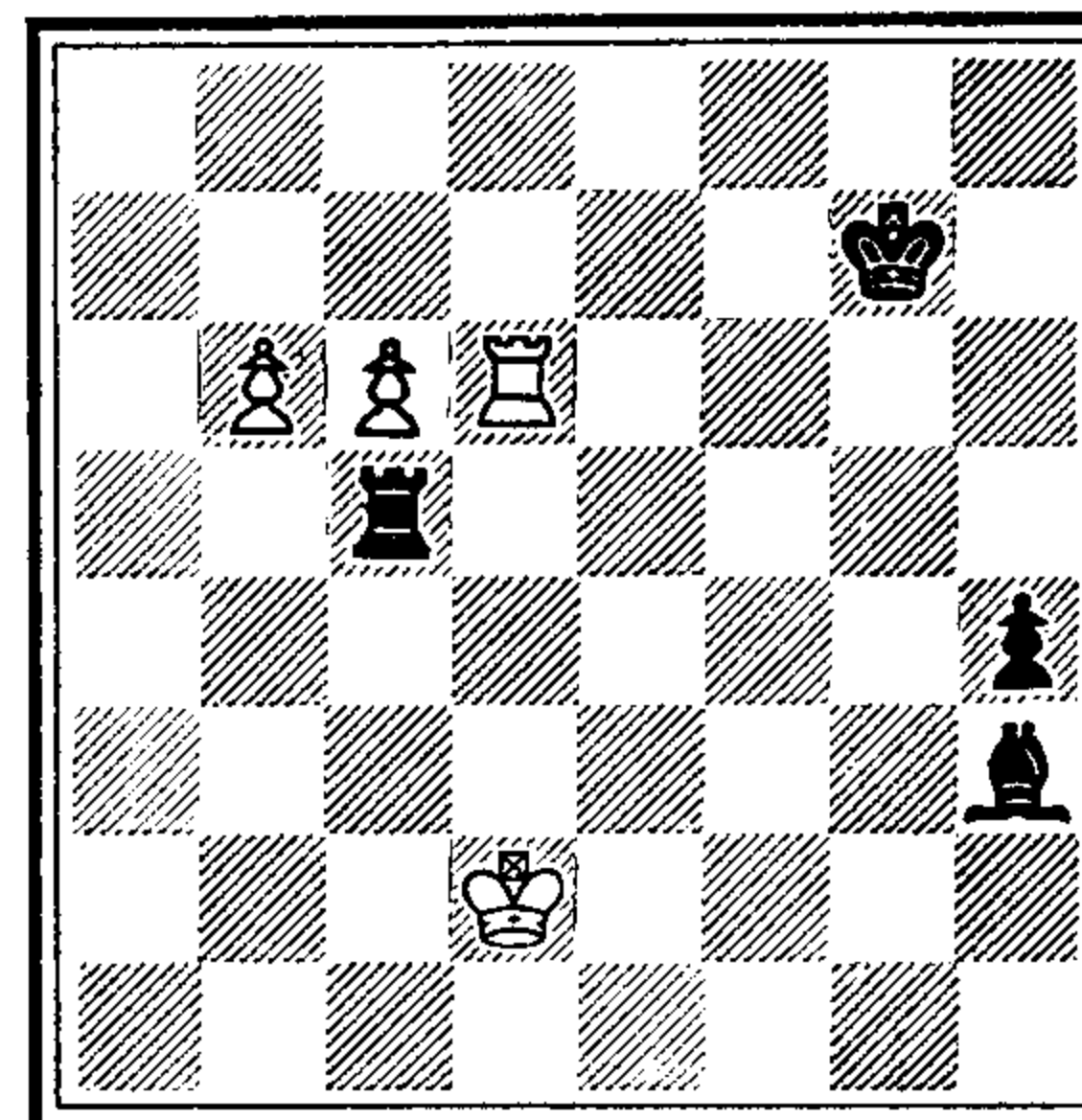
White must not play 5 K x P as the reply 5 . . . P—B6 would ruin him.

5 K—K4! K—Kt4

6 K—B3 K—B4

Stalemate!

H. MATTISON
WHITE TO PLAY AND WIN



I-II Prize—
"Schachmatny Listok"
1929

Mattison's compositions are characterized by richness of imagination and elegance of construction!

1 P—Kt7 R—QKt4

2 R—Q8 B—Kt7

3 P—Kt8 (Q) R x Q

Clearly, if 4 R x R, B x P and Black draws.

4 P—B7! R—Kt7ch

5 K—B1! R—Kt3

To answer 6 P—B8 (Q) by 6 . . . R—B3ch.

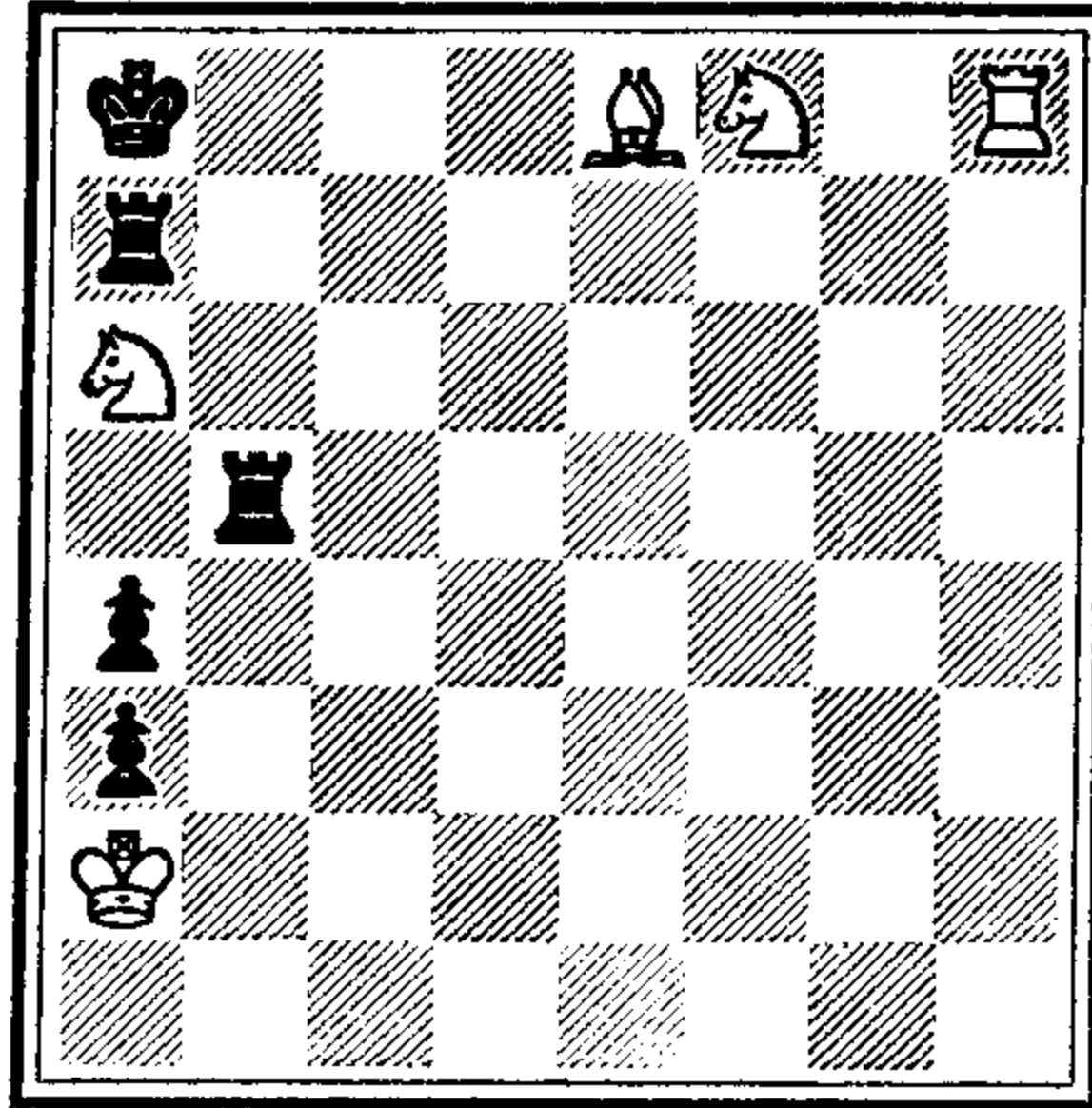
6 R—Kt8ch! K—R3

7 R x B R—B3ch

8 R—B2

And wins.

A. S. GUREWITZ
BLACK TO PLAY—
WHITE TO WIN



Second Prize—
"64" 1927

In which White sacrifices three pieces to bring about a singular "semi-smothered" mate!

Notice the terms—Black moves first.

Black is threatened with B x R as well as B—B6ch. If he guards both threats with 1 . . . R—Kt3, the following occurs: 1 . . . R—Kt3, 2 Kt—K6, R(R2) x Kt, 3 B—B6(dble)ch, K—R2, 4 R—R8 mate. Or, 1 . . . R—Kt3, 2 Kt—K6, K—Kt2, 3 Kt(K6)—B5ch, K—B1, 4 B—B6 mate.

He therefore plays

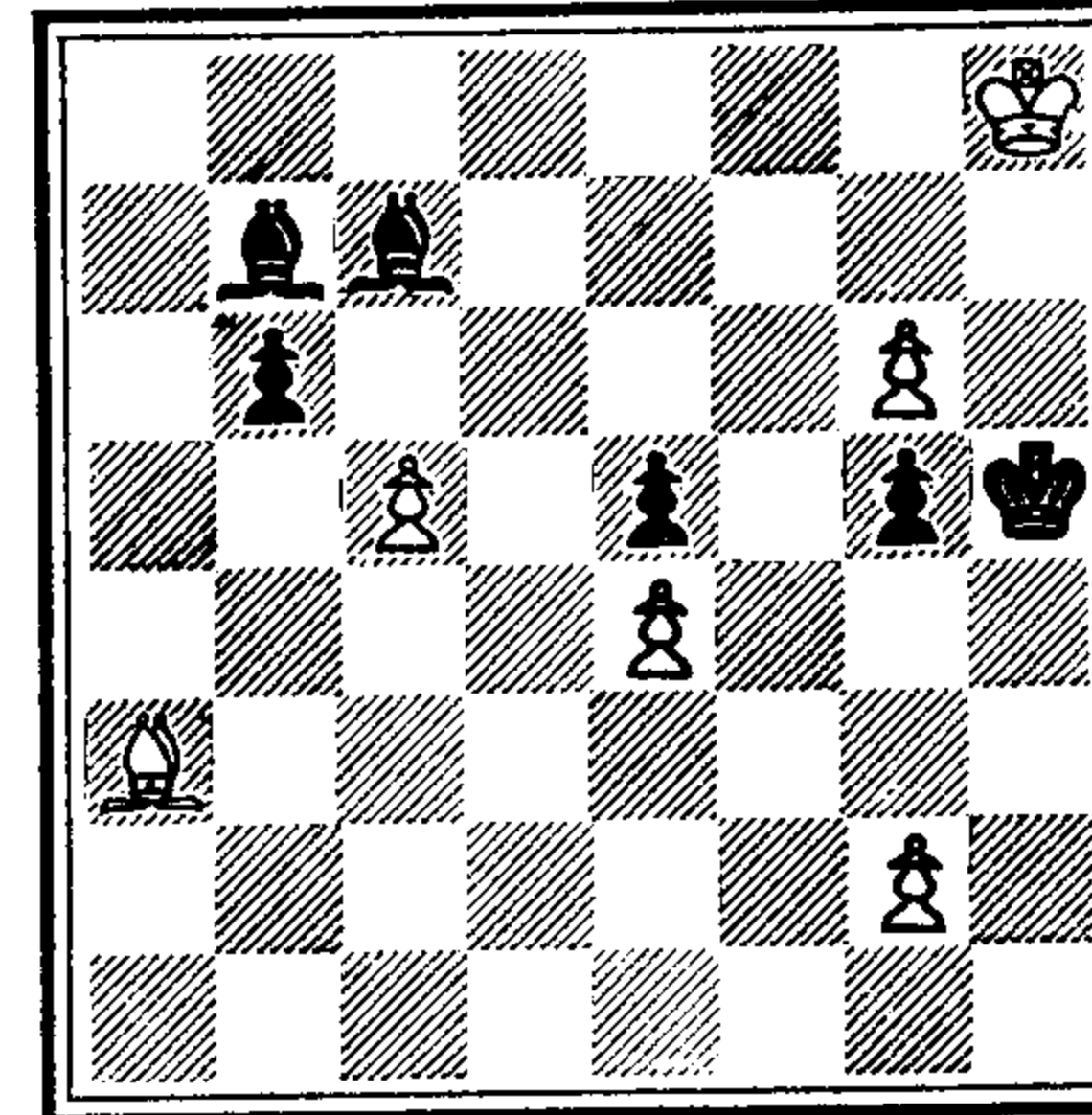
1	R—Kt7ch
2 K x P	R—Kt6ch
3 K x P	R—Kt3!

Now it looks as if White were in trouble! But he wins by a charming idea!

4 B—B6ch	R x B
5 Kt—Q7ch	K—Kt2
6 R—Kt8ch!	K x Kt
7 R—Kt6ch!	R x R
8 Kt—B5	

Mate!

S. A. NECHAYEV
WHITE TO PLAY AND WIN



"Soviet Chess Compositions"
1937

An interesting illustration of the usefulness — and beauty — of under-promotion in the ending!

1 P—Kt7	B—Q1
---------	------

So that, if 2 P—Kt8(Q), B—B3ch, 3 K—R7, B x Pch, and White can resign.

2 P—Kt4ch
-----------	-----------

To lure the King away.

2	K—R3
3 P—B6!

An important sacrifice.

3	B x P
4 B—K7!!

Another offer, which must be accepted, as otherwise White Queens.

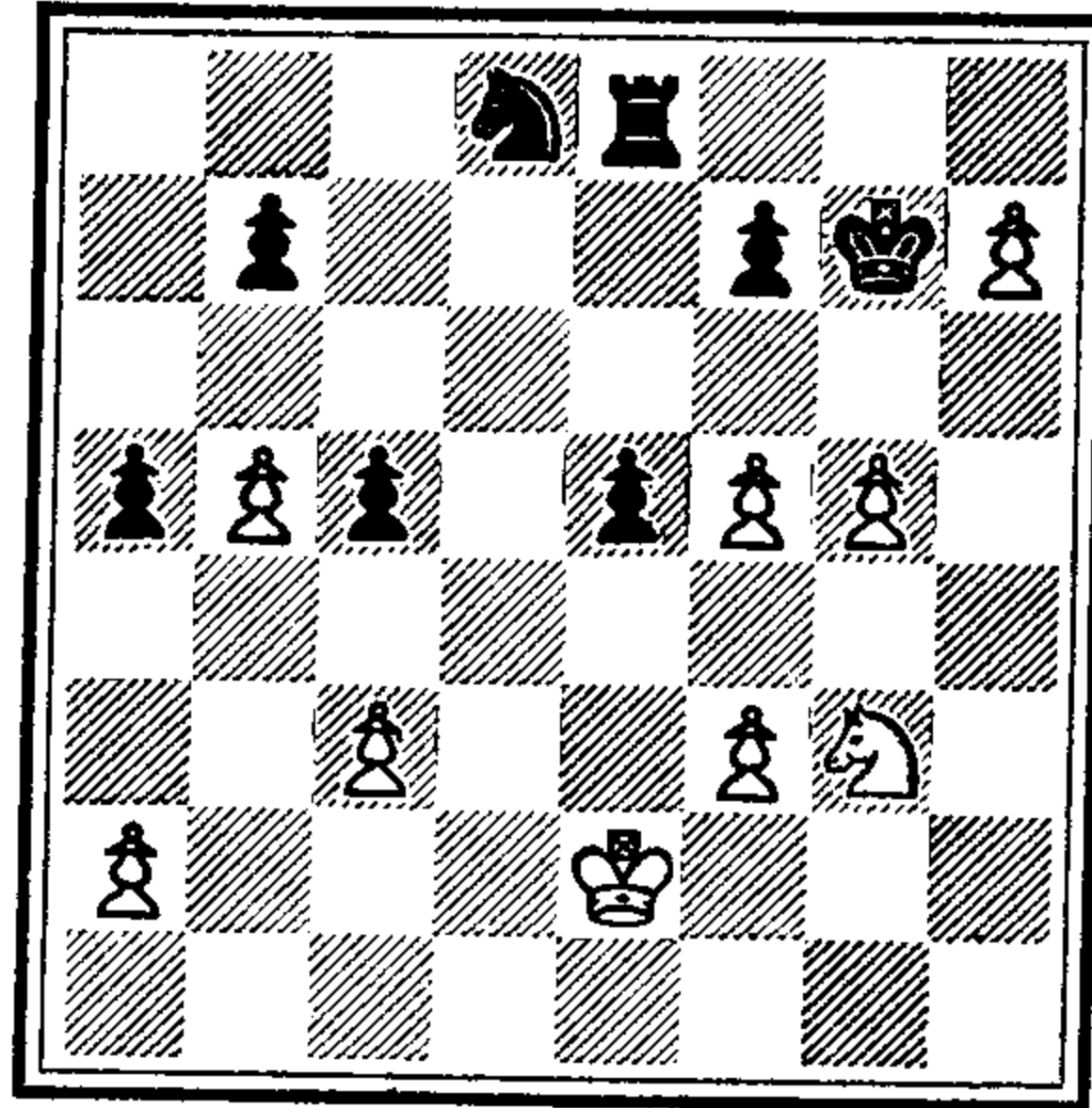
4	B x B
-------------	-------

If White Queens, then 5 . . . B—B3ch, polishes him off!

5 P—Kt8(Kt!)ch	K—Kt3
6 Kt x Bch	K—B3
7 Kt x B	

And wins.

A. A. TROITZKY
WHITE TO PLAY AND DRAW



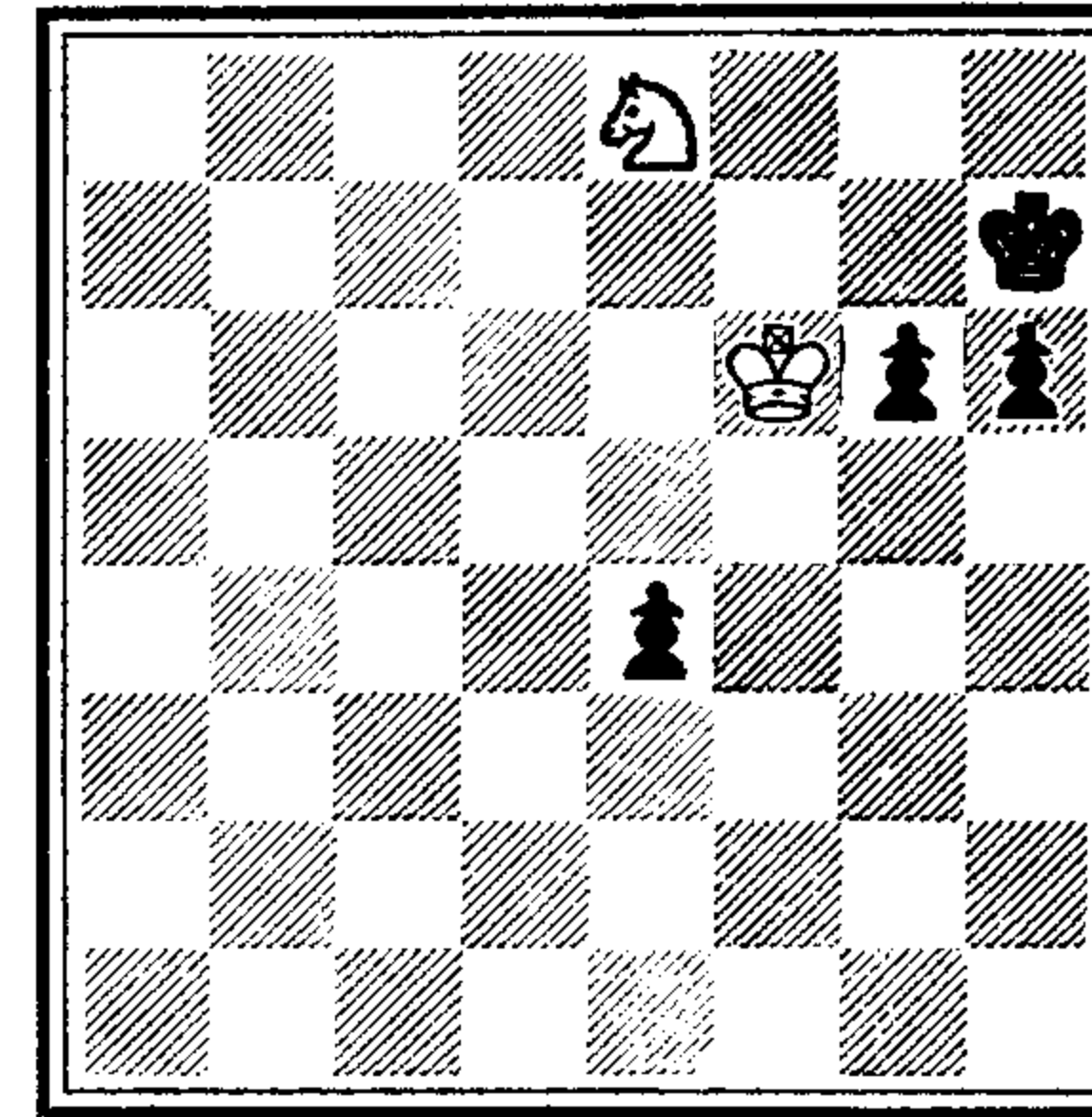
"Magyar Sakkvilag"
1930

White is a Rook behind, but he has an intelligent Knight who knows how to harass the Black Rook, chase him all over the board, and thus force a draw!

- | | |
|---|-------|
| 1 Kt—R5ch | K—R1 |
| Of course, if 1 . . . K x P, 2 Kt—B6ch. | |
| 2 Kt—B6 | R—B1 |
| 3 Kt—Q7 | R—K1 |
| 4 Kt—B6 | R—K2 |
| 5 Kt—Q5 | R—Q2 |
| 6 Kt—Kt6! | R—Q3 |
| 7 Kt—B4 | R—Q4 |
| 8 Kt—Kt6 | R—Q3 |
| 9 Kt—B4 | R—Q2 |
| 10 Kt—Kt6 | R—B2 |
| 11 Kt—Q5 | R—B1 |
| 12 Kt—Kt6 | R—Kt1 |
| 13 Kt—Q7 | R—R1 |
| 14 Kt—Kt6 | R—R2 |
| 15 Kt—B8 | |

Drawn

A. S. SELESNIEV
WHITE TO PLAY AND DRAW

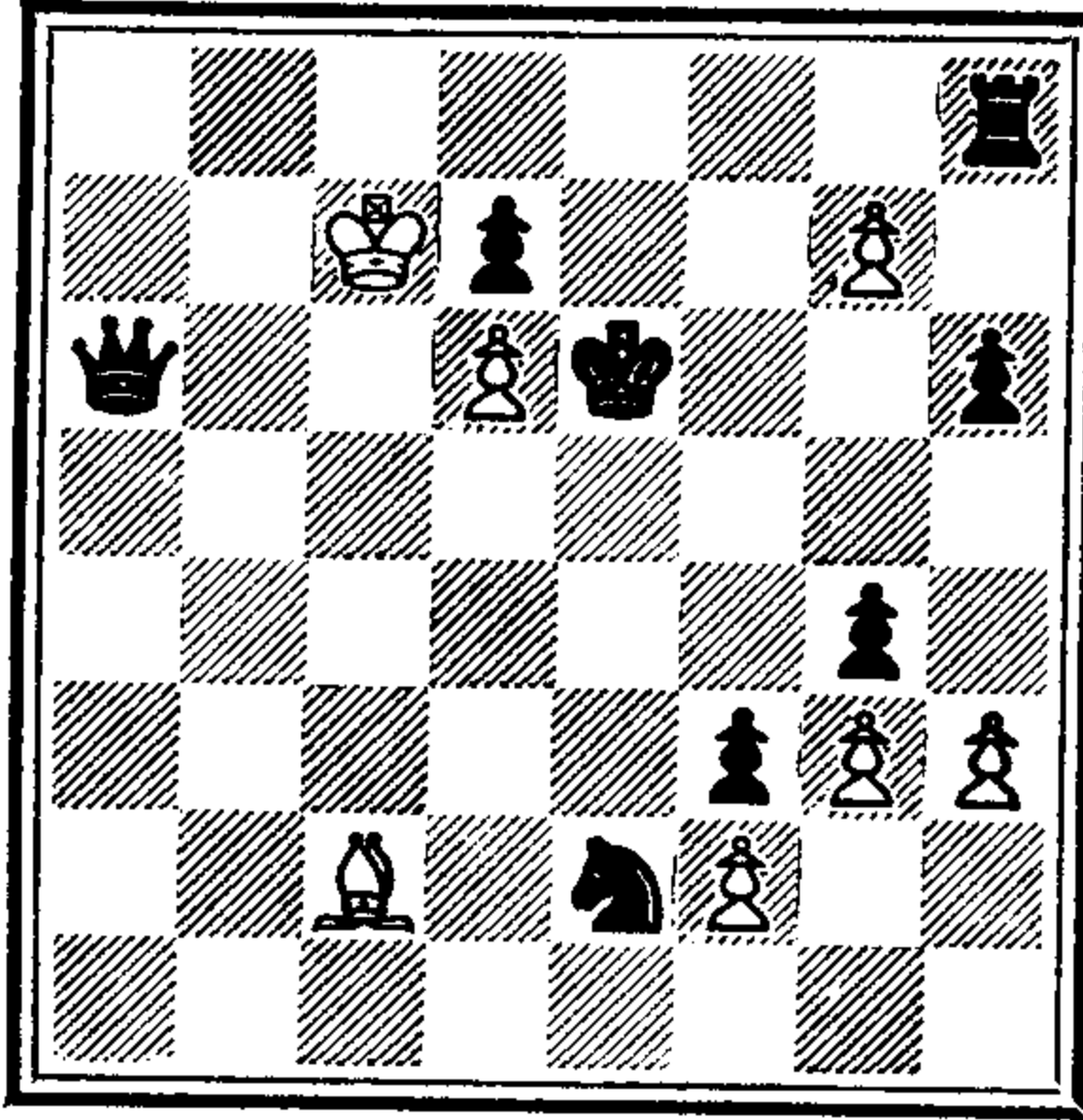


"Schachmatny Listok"
1930

Seemingly Black's King Pawn cannot be stopped from Queening—but White has a cute drawing idea up his sleeve!

- | | |
|---|----------|
| 1 K—B7! | |
| Threatening to win the dangerous Pawn by 2 Kt—B6ch. | |
| 1 | P—K6 |
| Black, of course, rushes ahead to the coronation! | |
| 2 Kt—B6ch | K—R1 |
| 3 Kt—Q5 | P—K7 |
| 4 Kt—B4 | P—K8 (Q) |
| 5 Kt x Pch | K—R2 |
| 6 Kt—B8ch | K—R1 |
| 7 Kt—Kt6ch | |
- Drawn by perpetual check.

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



"Zadachi I Etiudi"
1929

Entertaining, witty and original! In other words, a typical "Herbstmann" production!

1 B—Kt3ch K—B4

The only square, as 1 . . . K—B3 or K4 would permit 2 P x R(Q)ch.

2 B—B2ch K—Kt4

3 P—R4ch K—R4

Ah! A safe hiding place!

4 P x R(Q) Q—R2ch

5 K—Q8 Q—Kt1ch

6 K—K7 Q x Q

7 K—B7!

Actually threatening mate!

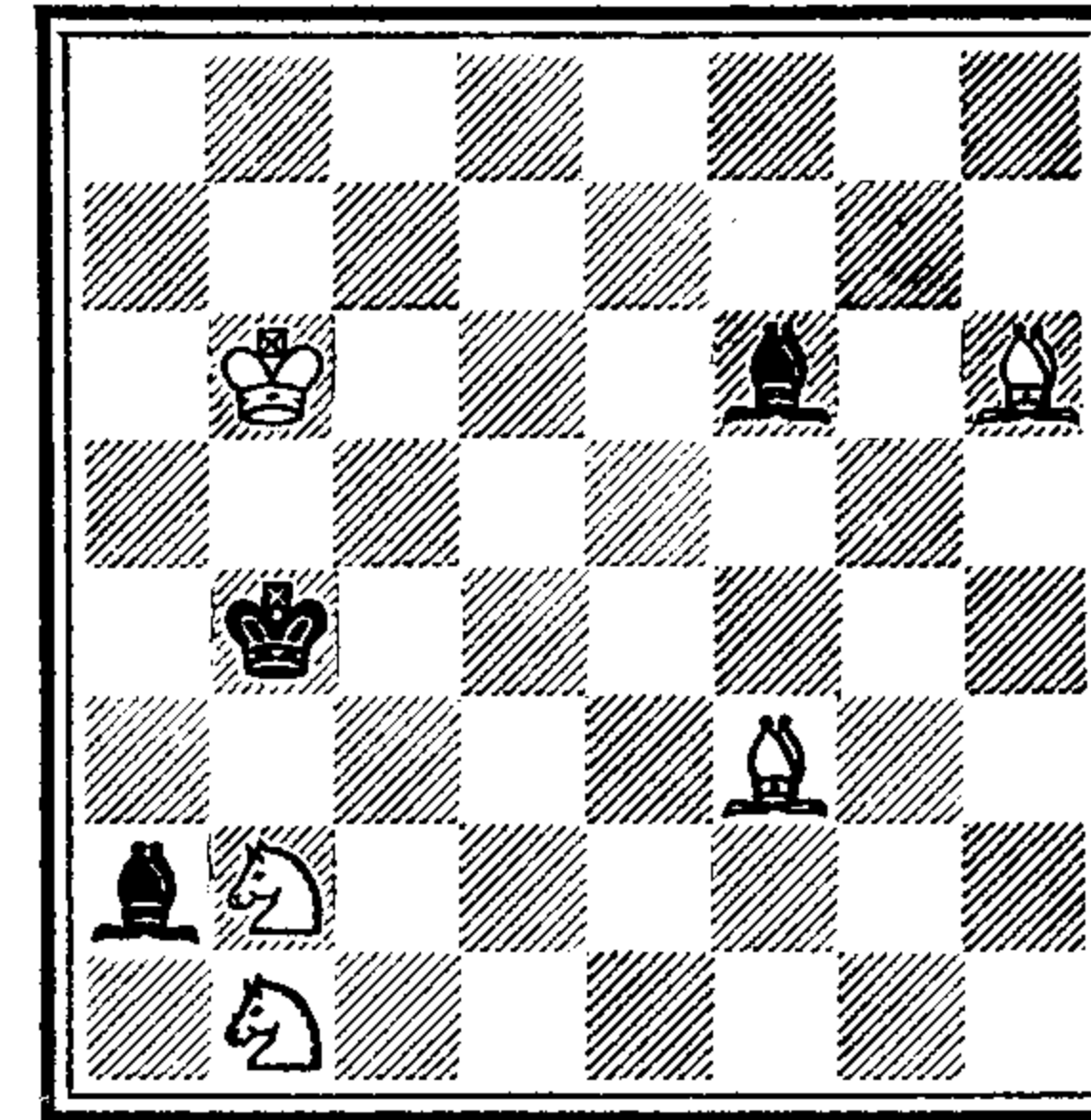
7 Kt—B5

Which Black promptly prevents.

8 B—Kt6ch! Kt x B

Stalemate.

T. B. GORGIEV
WHITE TO PLAY AND WIN



First Prize—
"Schachmaty" 1928

An excellent example of "Domination."
Black's Bishop finds that there's no place on the board to hide from White's Knight!

1 Kt—Q3ch K—B5

2 B—Q5ch K x B

3 Kt—Kt4ch K—B5

4 Kt x B K—Kt6

Both Knights are in danger, and it takes clever maneuvering to force the win.

5 Kt—B1ch K—Kt7

6 Kt—Q2

If 6 . . . K x Kt, 7 Kt—K4ch.

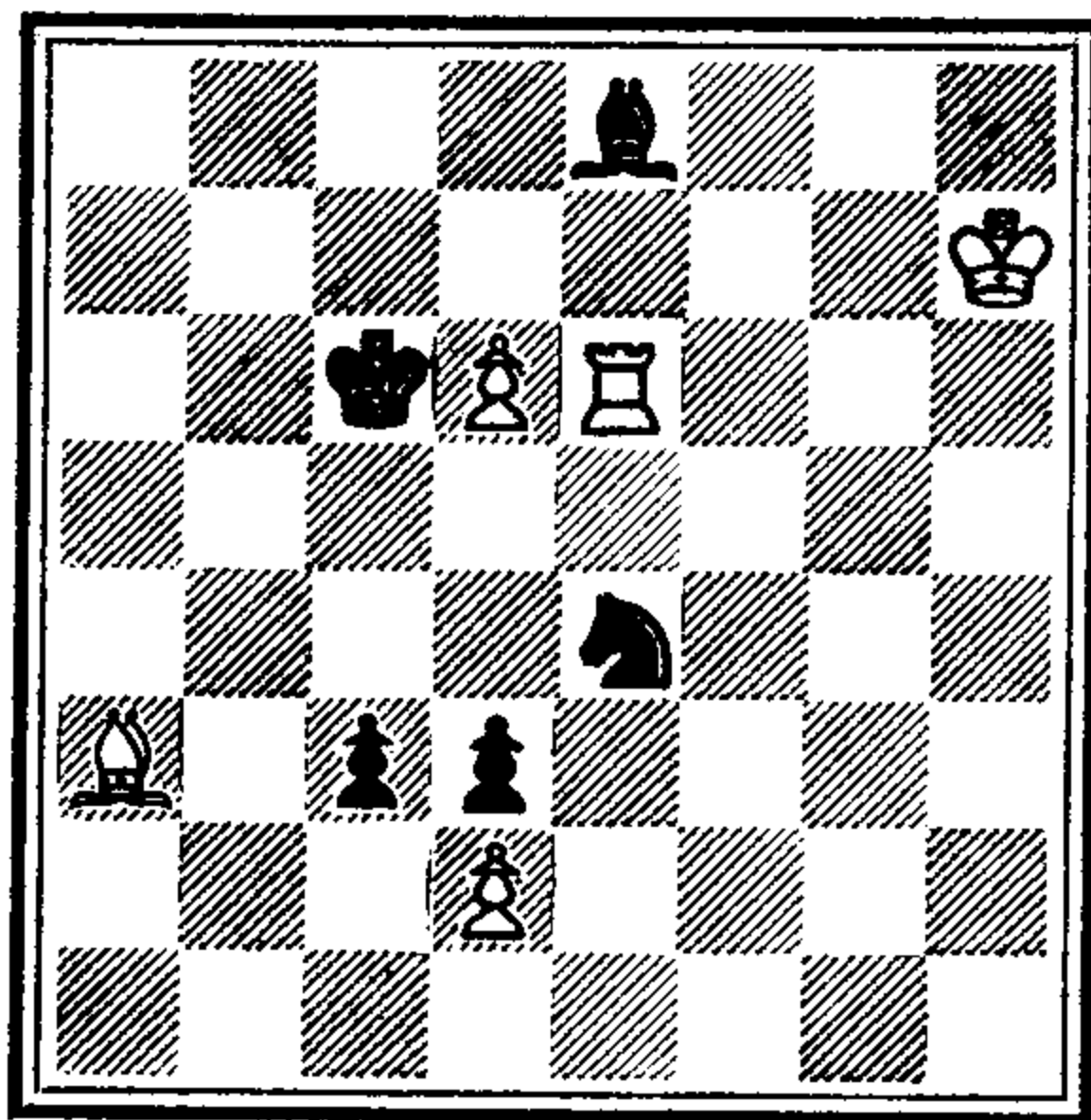
6 B—Q1ch

7 K—B6! K x Kt

8 K—Q7!

And wins, as the Bishop succumbs to a discovered check!

F. J. PROKOP
WHITE TO PLAY AND WIN



"Schachmatny Listok"
1929

Black threatens to draw by a skillful maneuver, but White is equal to the task, and fashions a simple but powerful mating net, from which there is no escape!

1 P—Q7ch	K x P
2 R x Kt	B—Kt3ch!

A clever defence, as will be seen.

3 K x B	P x P
4 R—Q4ch	K—K1!

The point! If 5 R x P, P—Q8 (Q), 6 R x Q, stalemate!

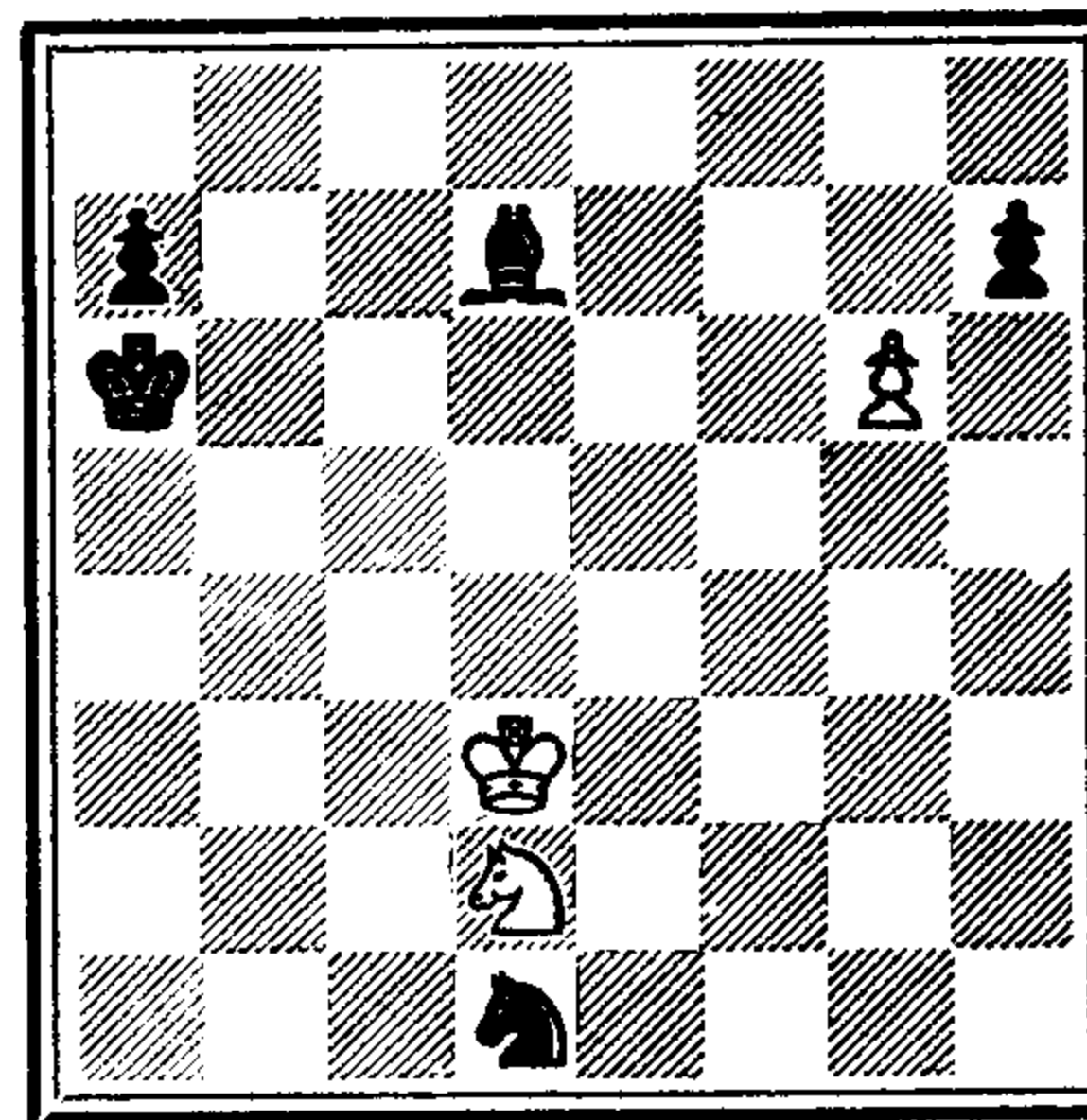
5 B—K7!!
----------	-------

One good move deserves another. Now, if 5 . . . K x B, 6 R x P wins easily as there is no stalemate after 6 . . . P—Q8 (Q), 7 R x Q.

5	P—Q8 (Q)
6 B—Kt5!	

And wins, as there is no way to prevent mate by R—Q8!

A. A. TROITZKY
WHITE TO PLAY AND DRAW



"Niva" 1910

An apparently simple position; but it has some interesting quirks!

1 P x P	B—B4ch
2 Kt—K4!	B x P
3 K—Q2!

If Black tries 3 . . . B x Kt, then 4 K x Kt and the position is a "book" draw, as the Bishop does not control the Queening square of the Rook Pawn.

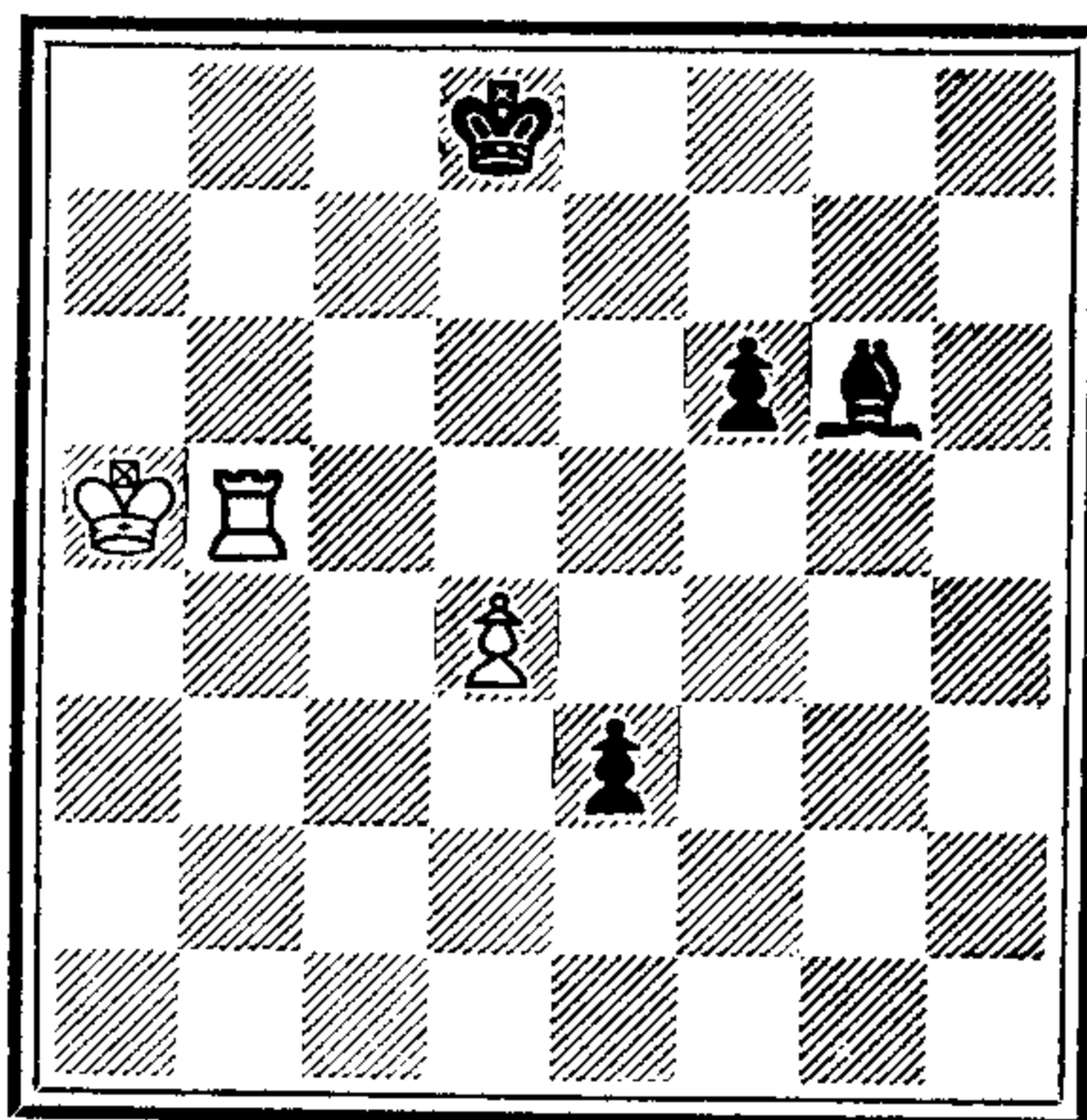
3	Kt—Kt7
4 K—B3	Kt—R5ch
5 K—Kt4

And now, the point! The Black Knight cannot go to Kt3 as 6 Kt—B5 mates! Therefore:

5	Kt—Kt7
6 K—B3	Kt—Q8ch
7 K—Q2	

Drawn.

O. DURAS
WHITE TO PLAY AND DRAW



"Schachmatny Listok"
1926

An unusual method of stopping passed Pawns is shown here by Duras who was one of the few to achieve fame both as player and composer!

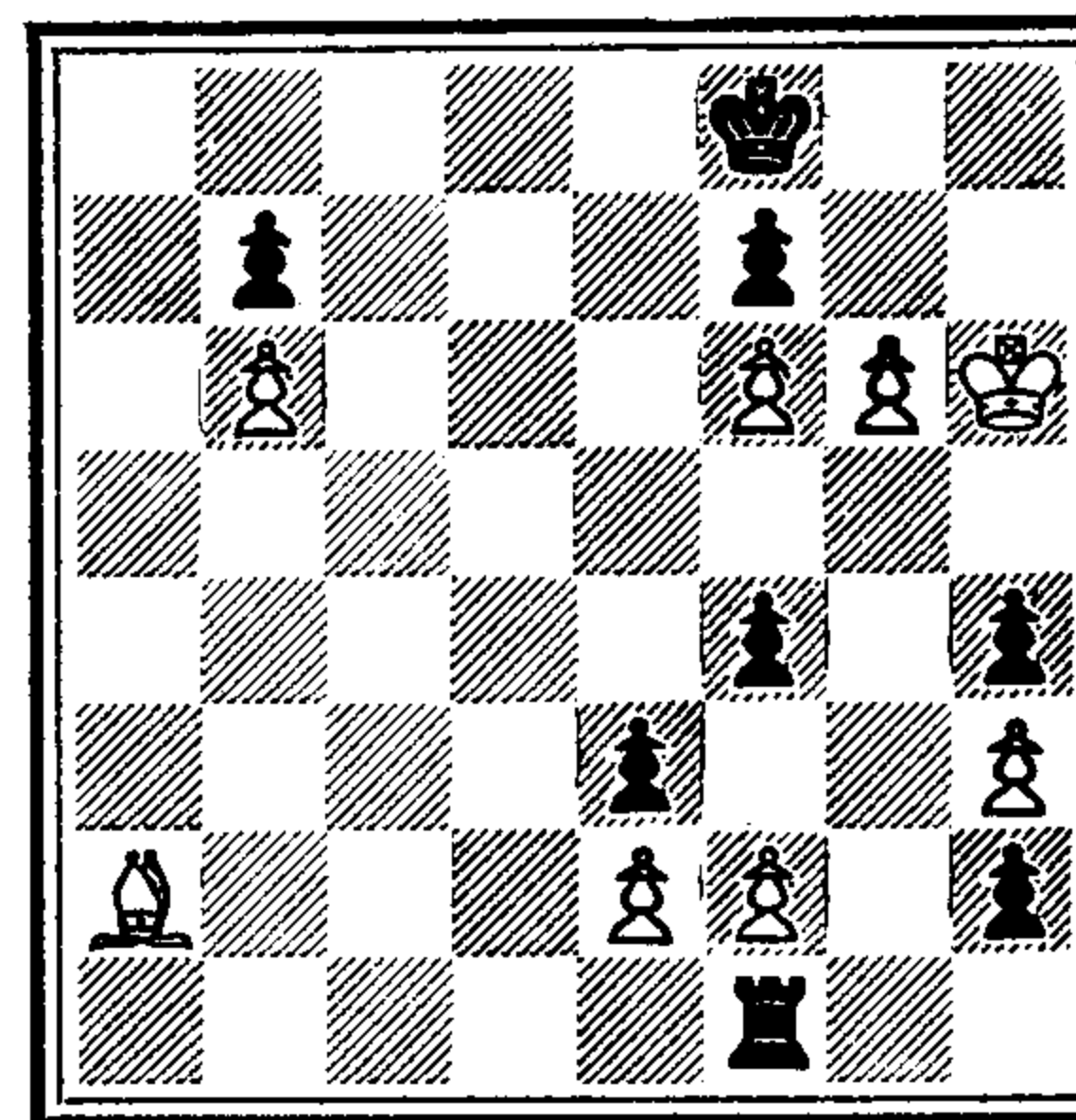
- | | |
|---------|------|
| 1 R—Kt3 | P—K7 |
| 2 R—K3 | B—R4 |
| 3 K—Kt4 | P—B4 |
| 4 K—B3 | P—B5 |

Now, 5 R—K5 fails because of 5 . . . P—B6, 6 K—Q2, P—B7.

- | | |
|---------|---------|
| 5 K—Q2! | P x Rch |
| 6 K—K1 | |

And draws. To relieve the threatened stalemate, Black must give up both Pawns!

K. A. L. KUBBEL
WHITE TO PLAY AND DRAW



I-II Prize—
"Chess in U.S.S.R."
1934

An extraordinary defensive idea! Black makes use of the "Bristol" theme, as the only way to prevent checkmate!

Note Black's third move, where the Rook makes room for the Queen!

- | | |
|-----------|---------|
| 1 P—Kt7ch | K—Kt1 |
| 2 B—Q5 | |

Threatening 3 B—K4 followed by 4 B—R7 mate.

- | | |
|-----------|----------|
| 2 | P—R8 (Q) |
| 3 P—B3 | R—R8!! |
| 4 B—K4 | Q—QKt8! |

Stopping 5 B—R7 mate, and threatening to win by capturing the Bishop.

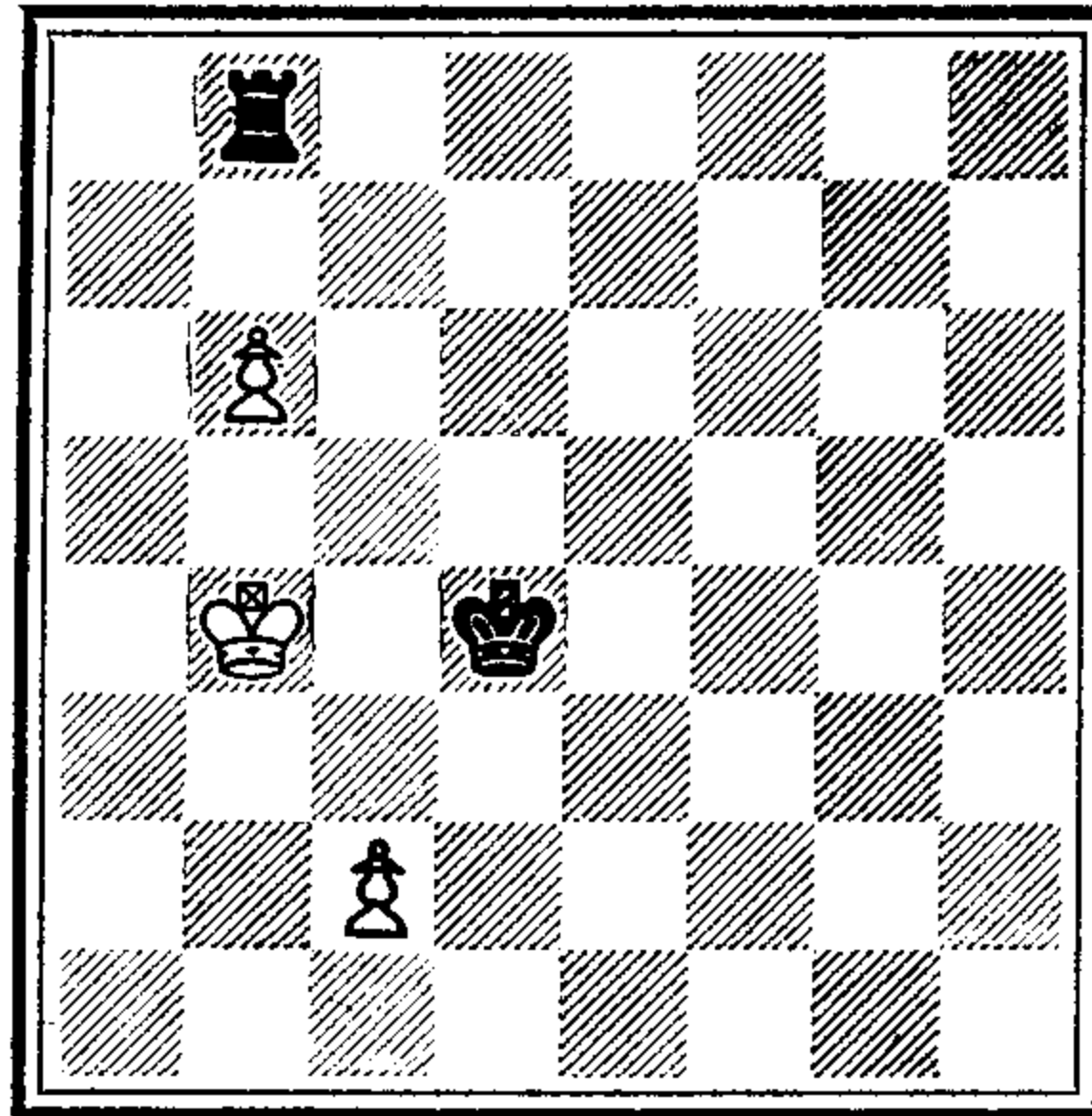
- | | |
|---------|-------|
| 5 B—B5! | Q x B |
|---------|-------|

Stalemate.

Polland points out that Black may choose instead to stalemate himself, and play 5 . . . R—R4, 6 B x Q, R—R4ch! 7 K x R, stalemate.

T. B. GORGIEV
WHITE TO PLAY AND DRAW

*Third Prize—
Leningrad Tourney
1936*



White must play ingeniously to escape with a draw—
by stalemate!

- | | |
|----------|-------|
| 1 K—Kt5 | K—Q4 |
| 2 P—B4ch | K—Q3 |
| 3 P—B5ch | K—Q2 |
| 4 P—B6ch | K—Q3 |
| 5 P—B7 | R—KR1 |
| 6 K—R6 | K—Q2 |
| 7 K—R7 | |

If Black plays 7 K—B1, 8 K—R8! is the proper reply.

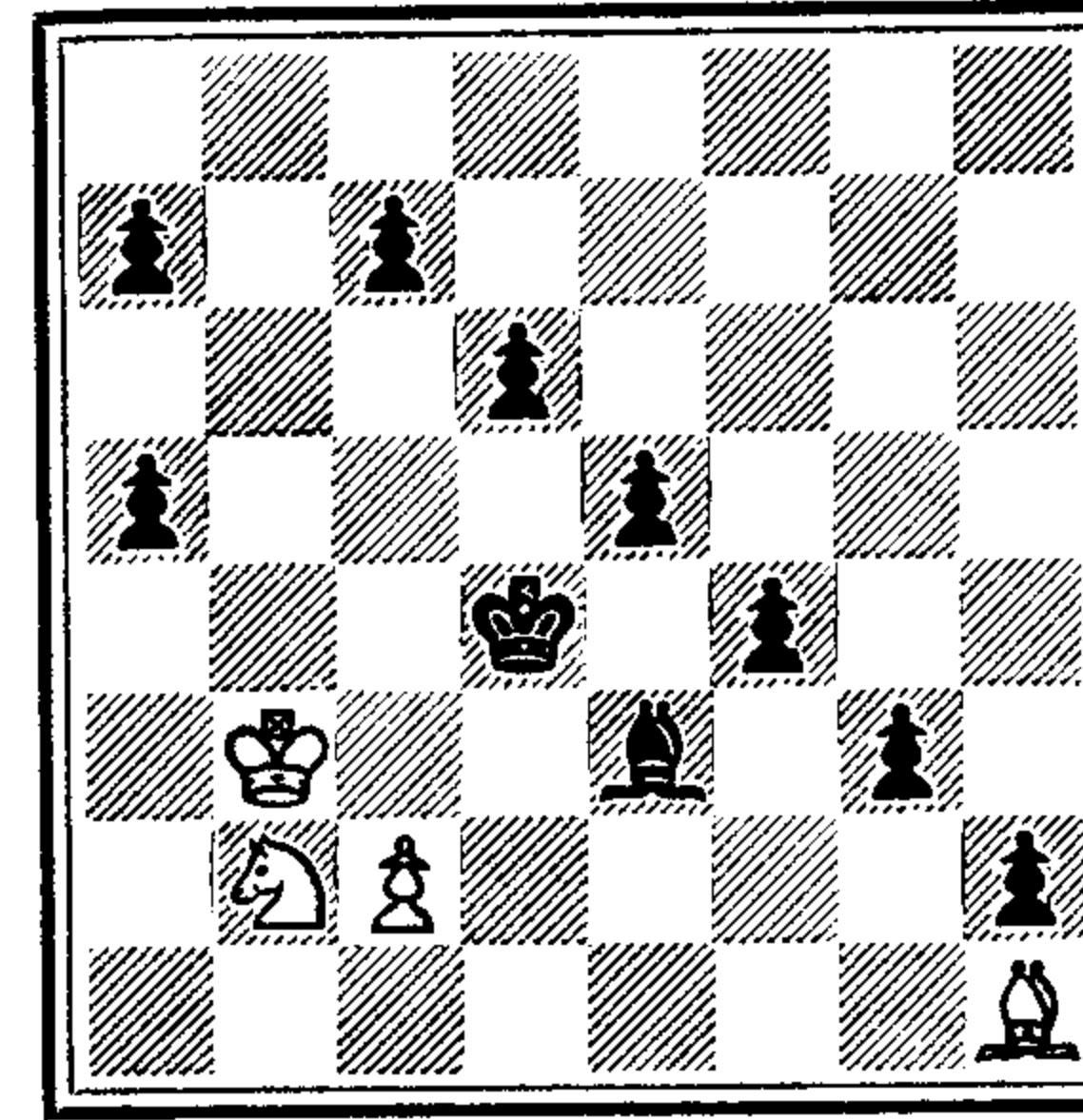
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|-----------|-------|
| 7 | K—B6! |
|-----------|-------|

Now how does White proceed? If 8 P—Kt7, K x P wins, or if 8 K—R6, R—R1 mate.

- | | |
|--------------|-------|
| 8 P—B8(Q)ch! | R x Q |
| 9 P—Kt7 | R—B2 |
| 10 K—R8! | R x P |

Stalemate!

E. HORWITZ
WHITE TO PLAY AND WIN



*"Deutsche Schachzeitung"
1872*

An entertaining King march by an old time composer!

- | | |
|-----------|-------|
| 1 P—B3ch | K—B4 |
| 2 Kt—R4ch | K—Kt4 |
| 3 P—B4ch | K—R3 |
| 4 B—B6 | |

The Black King is tied up! The next step is to bring the White King over to QB8 and force mate by B—Kt7. Black is helpless to prevent this and cannot play for stalemate by giving up his Pawns, as he will still be left with a Bishop that he won't be able to get rid of!

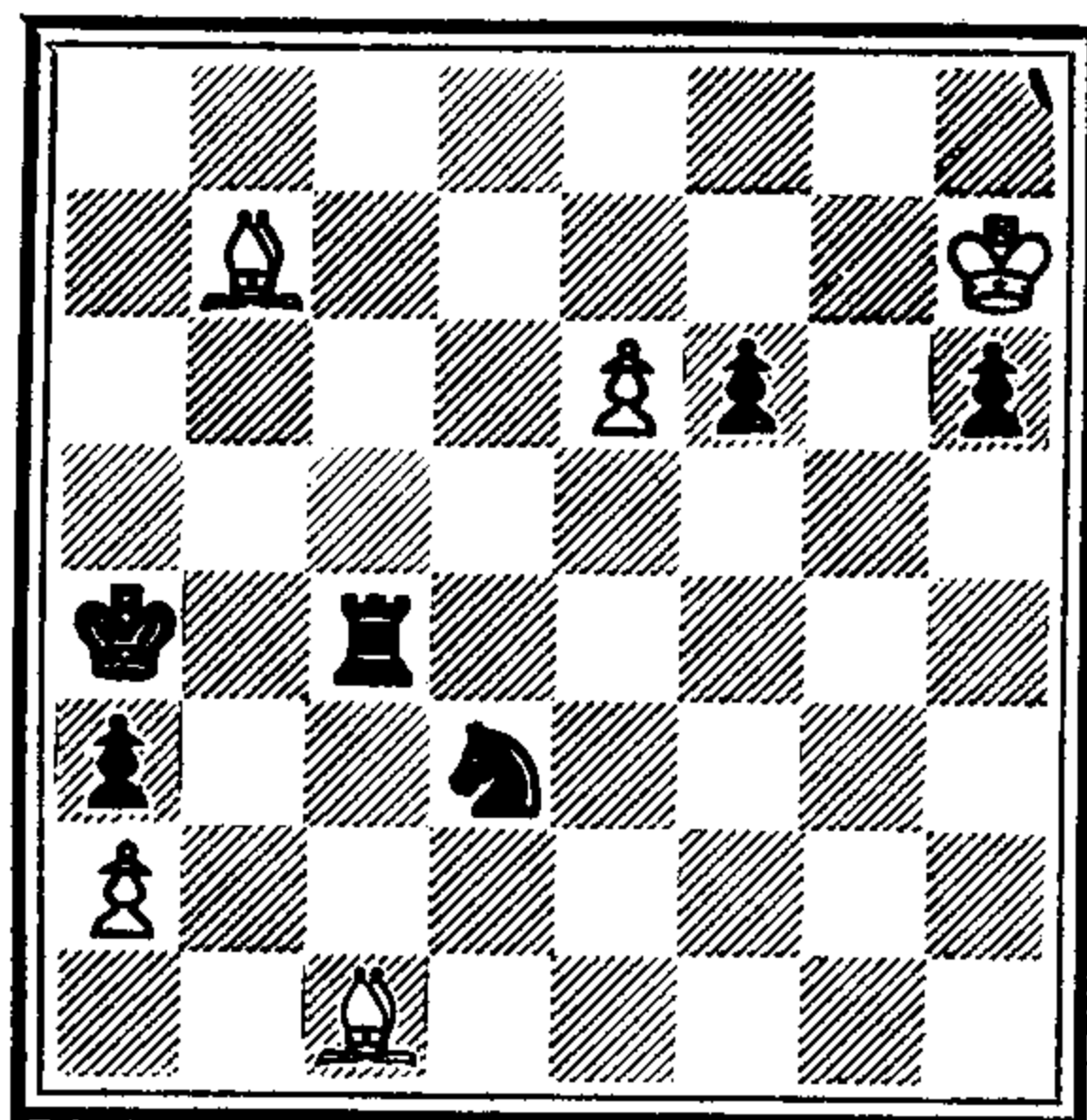
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|-----------|-------|
| 4 | B—Kt8 |
| 5 K—B2 | B—B7 |
| 6 K—Q1 | B—Kt8 |
| 7 K—K2 | B—B7 |
| 8 K—B1! | |

Of course not 8 K—B3, P—B8(Q)ch.

- | | |
|-----------|-------|
| 8 | B—Kt8 |
| 9 K—Kt2 | B—B7 |
| 10 K—R3 | |

And the King proceeds along the White-squared Highway (Kt4, B5, K6, Q7) to QB8 and then plays B—Kt7 mate!

V. and M. PLATOV
WHITE TO PLAY AND DRAW



Second Prize—
"Rigaer Tageblatt"
1909

It takes five brilliant moves to force a draw from this desperate dilemma!

Black's Rook threatens both Bishops! One by 1 . . . R x B, and the other by 1 . . . R—B2ch, and 2 . . . R x B.

1 B—B4!

Covering the square QB7, and thus threatening 2 P—K7.

1 Kt x B

2 P—K7! R—B2

The Pawn must be stopped!

3 B—B6ch!

Black cannot capture the impudent Bishop, as after 3 . . . R x B, 4 P—K8 (Q).

3 K—Kt5

4 B—Q7!

Now the Bishop must be removed, or the Pawn Queens!

4 R x B

With his only hope (the King Pawn) pinned, what miracle will save White?

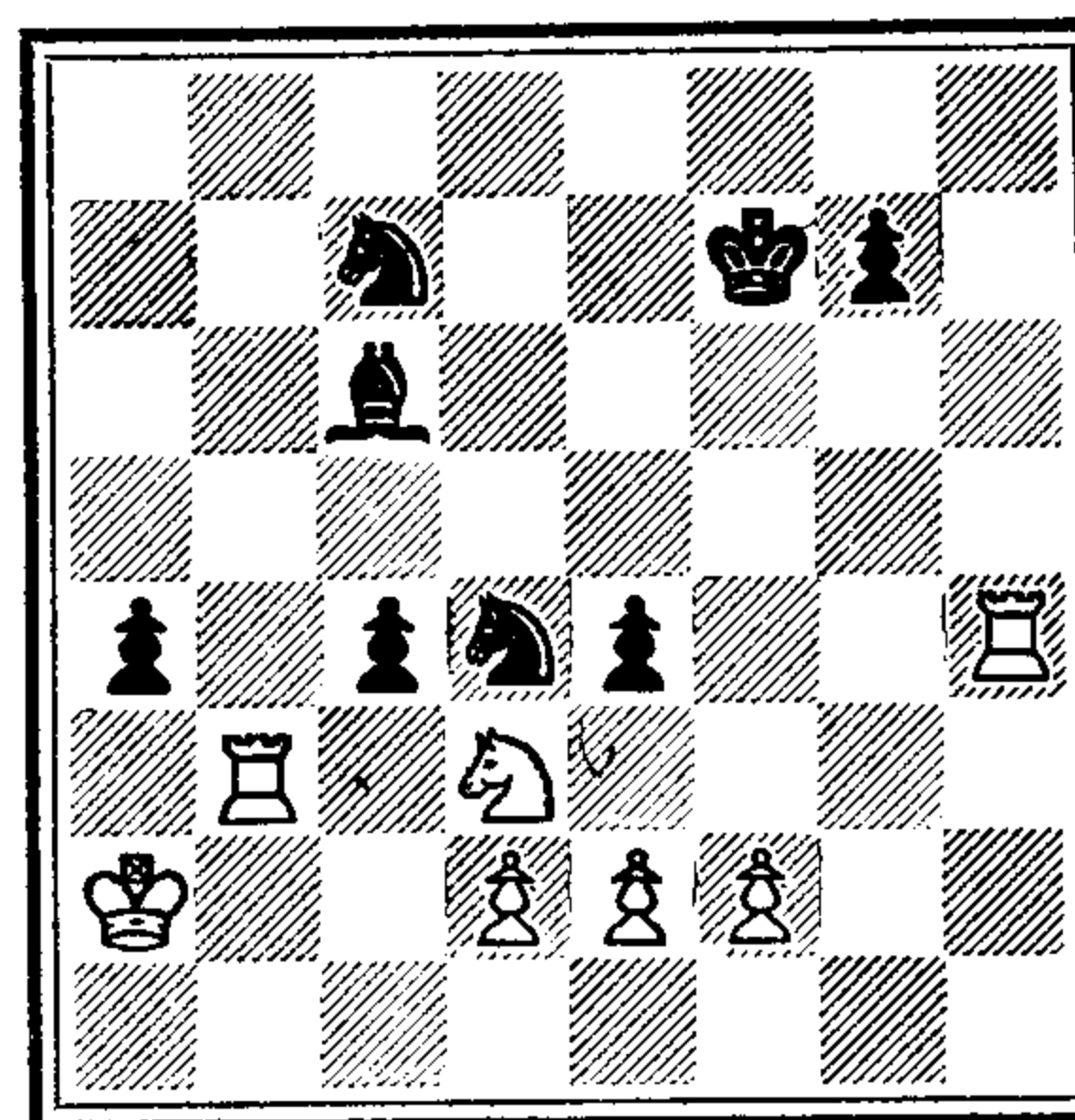
5 K x P!

Unpinning himself, and threatening to advance the Pawn!

5 R x P

Stalemate!

V. A. KOROLIKOV
and
A. P. DOLIUKANOV
WHITE TO PLAY AND WIN



"Modern Chess Endings"
1937

Attack and counter attack culminate in a delightful mating position in the center of the board!

The forced "en passant" captures lend piquancy to the solution.

White's Rook and Knight are attacked, so the first move is fairly obvious.

1 Kt—K5ch K—K3
2 R—Kt6 K x Kt
3 P—K3

Threatening to win a piece, as the Knight protects the Bishop.

3 Kt—B4
4 R x B

Now, if Black replies 4 . . . Kt x R, simply 5 R x Kt wins. But Black has a nice move ready!

4 Kt—Q4

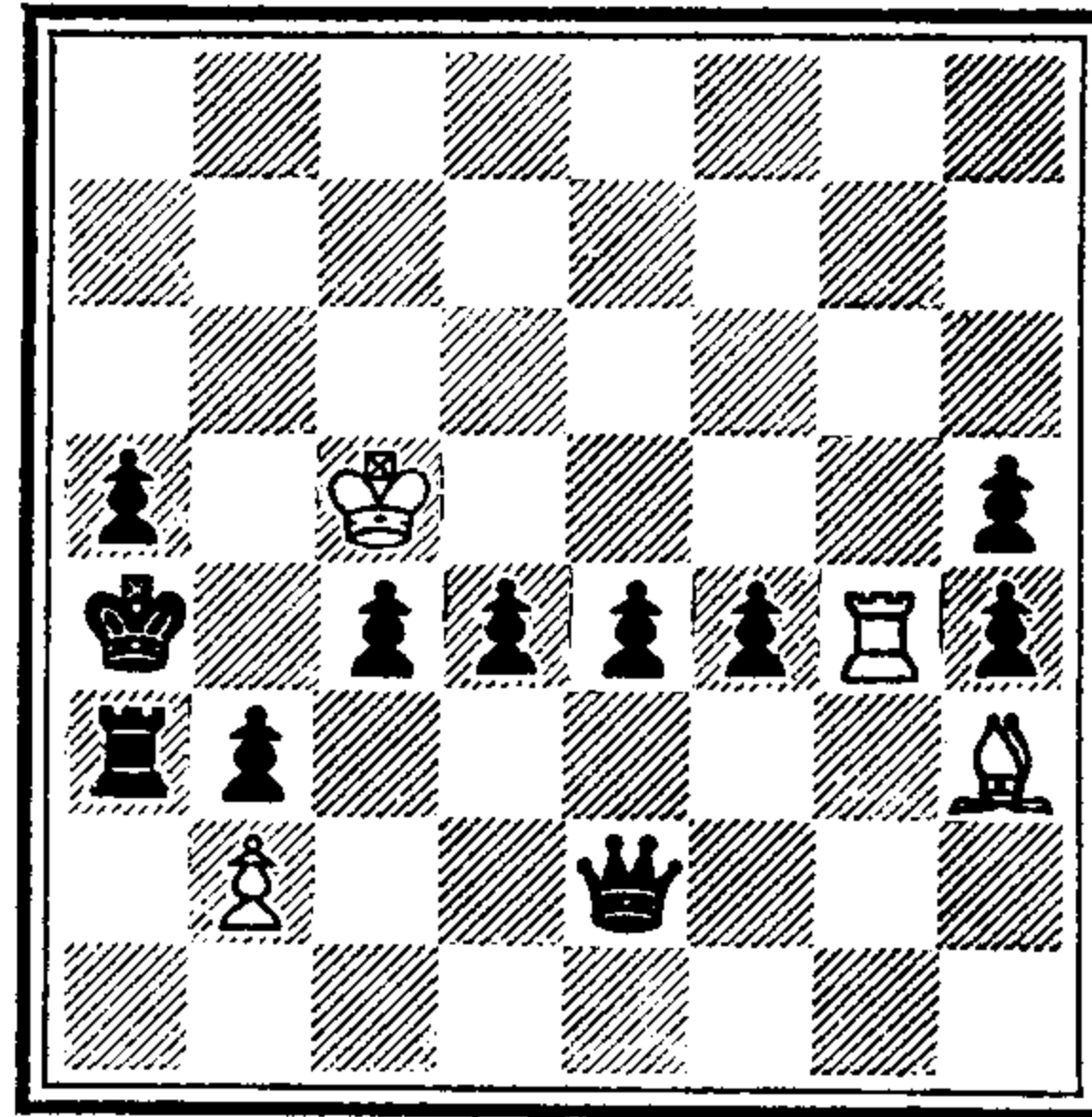
One Knight threatens Kt x R, and the other one Kt—Kt5ch, and the capture of the other Rook.

But White has other plans!

5 P—B4ch! P x P en passant
6 P—Q4ch! P x P en passant
7 R—K4ch! K x R
8 R—K6

Mate.

V. A. KOROLIKOV
WHITE TO PLAY AND WIN

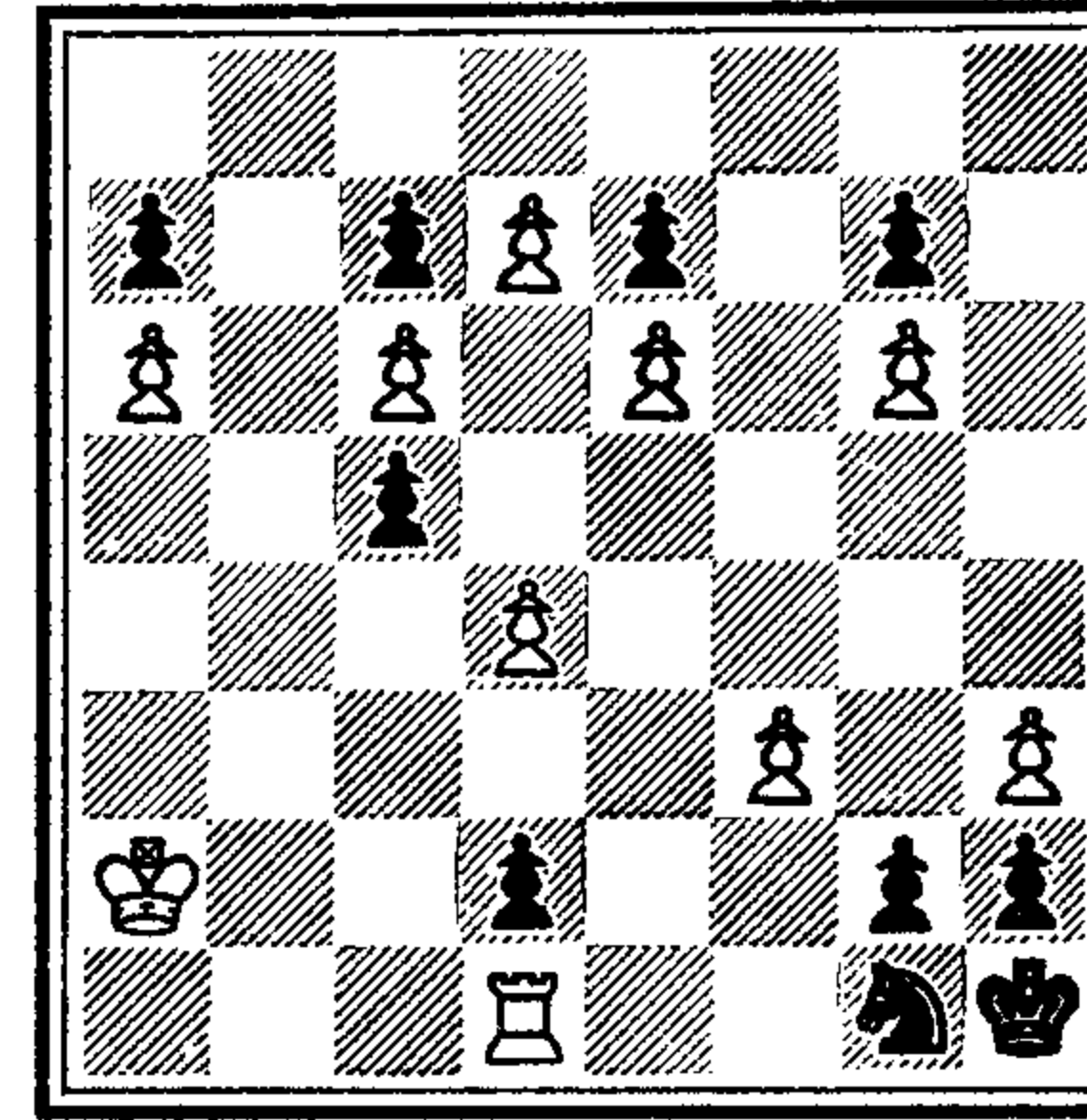


"Chess in U.S.S.R."
1940

"Can such things be?" was the exclamation of the New York Post's genial chess editor, H. R. Bigelow, who was thrilled with the beauty of this master work.

- | | | | |
|------------------------|-------|----------------------|-------|
| 1 R—Kt1 | | 5 | P—K6 |
| Threatens 2 B—Q7 mate. | | 6 R—KB1 | |
| 1 | Q—Kt5 | Threat 7 R x P mate. | |
| 2 B x Q | P x B | 6 | P—B6 |
| 3 R—QB1 | | 7 R—KKt1 | |
| Threat 4 R x P mate. | | Same threat! | |
| 3 | P—QB6 | 7 | P—Kt6 |
| 4 R—Q1 | | 8 R—KR1 | |
| Threat 5 R x P mate. | | And again! | |
| 4 | P—Q6 | 8 | P—R6 |
| 5 R—K1 | | 9 R x P | Any |
| Threat 6 R x P mate. | | 10 R—R4 mate! | |

M. S. LIBIURKIN
WHITE TO PLAY AND WIN



"1234 Modern End-Game Studies"
1938

A charming and fascinating masterpiece of under-promotion!

White forces mate in 23 moves, in the course of which he "Knights" five Pawns, and permits Black to Queen three times!

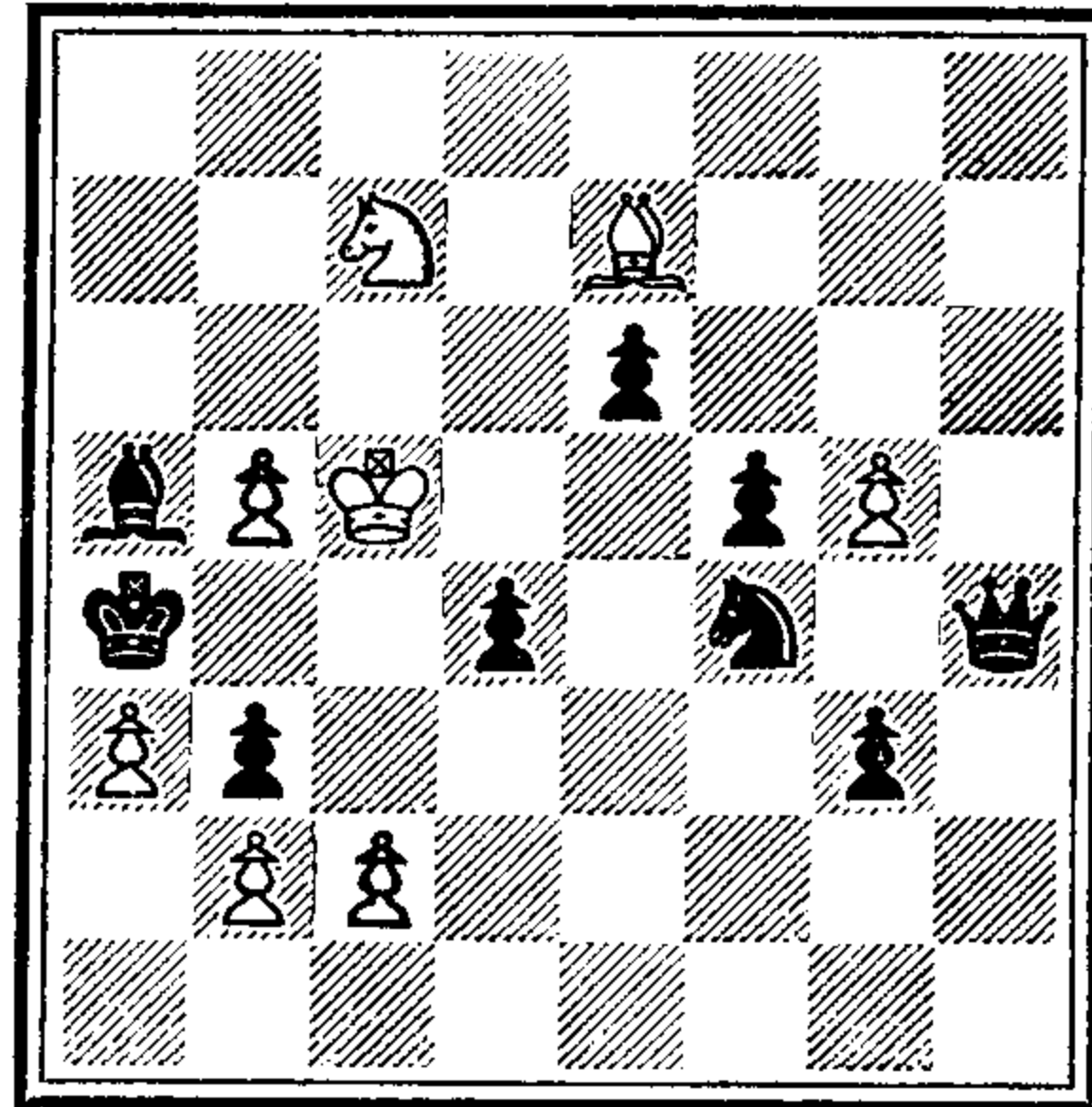
A beauty if ever there was one!

White cannot win by 1 P—Q8(Q) as 1 P x P followed by 2 P—Q6 threatens to leave Black stalemate!

- | | |
|------------------------------------|--------|
| 1 P—Q8 (Kt)! | P x P |
| 2 Kt—B7 | P—Q6 |
| 3 Kt—R6! | P x Kt |
| 4 P—Kt7 | P—R4 |
| Again, if 5 P—Kt8 (Q), P—R5 draws! | |
| 5 P—Kt8 (Kt)! | P—R5 |
| 6 Kt—B6 | P x Kt |
| 7 P—K7 | P—B4 |
| 8 P—K8 (Kt)! | P—B5 |

- | | |
|----------------|-----------|
| 9 Kt—Q6 | P x Kt |
| 10 P—B7 | P—Q4 |
| 11 P—B8 (Kt)! | P—Q5 |
| 12 Kt—Kt6 | P x Kt |
| 13 P—R7 | P—Kt4 |
| 14 P—R8 (Kt)! | P—Kt5 |
| 15 Kt—Kt6 | P—Kt6ch |
| 16 K—R3 | P—Kt7 |
| 17 Kt—B4 | P—Kt8 (Q) |
| 18 R x Q | P—Q8 (Q) |
| 19 R x Q | P—Q7 |
| 20 Kt—Kt2 | P—Q6 |
| 21 R—R1 | P—Q8 (Q) |
| 22 Kt x Q | Any |
| 23 Kt—B2 mate. | |

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND DRAW



"64" 1933

An intense dramatic struggle takes place before the remarkable climax occurs!

A splendid composition!

1 K—B4!
Threatening 2 P x P mate. If
1 . . . P x P, 2 P—Kt3 mate. Or,
if 1 . . . B x Kt, 2 B—Kt4 and
mate next move.

1 B—K8
2 Kt—K8!
Now the threat is 8 P x Pch,
K—R4, 4 B—Q8 mate.

2 Q x P!
Attacks the Bishop. Should
White take the Queen, then 3
. . . P x P, 4 B x Kt, P—Kt7
and White cannot stop both
passed pawns.

3 Kt—B6!

Still threatening 4 P x Pch, K—
R4, 5 B—Q8 mate.

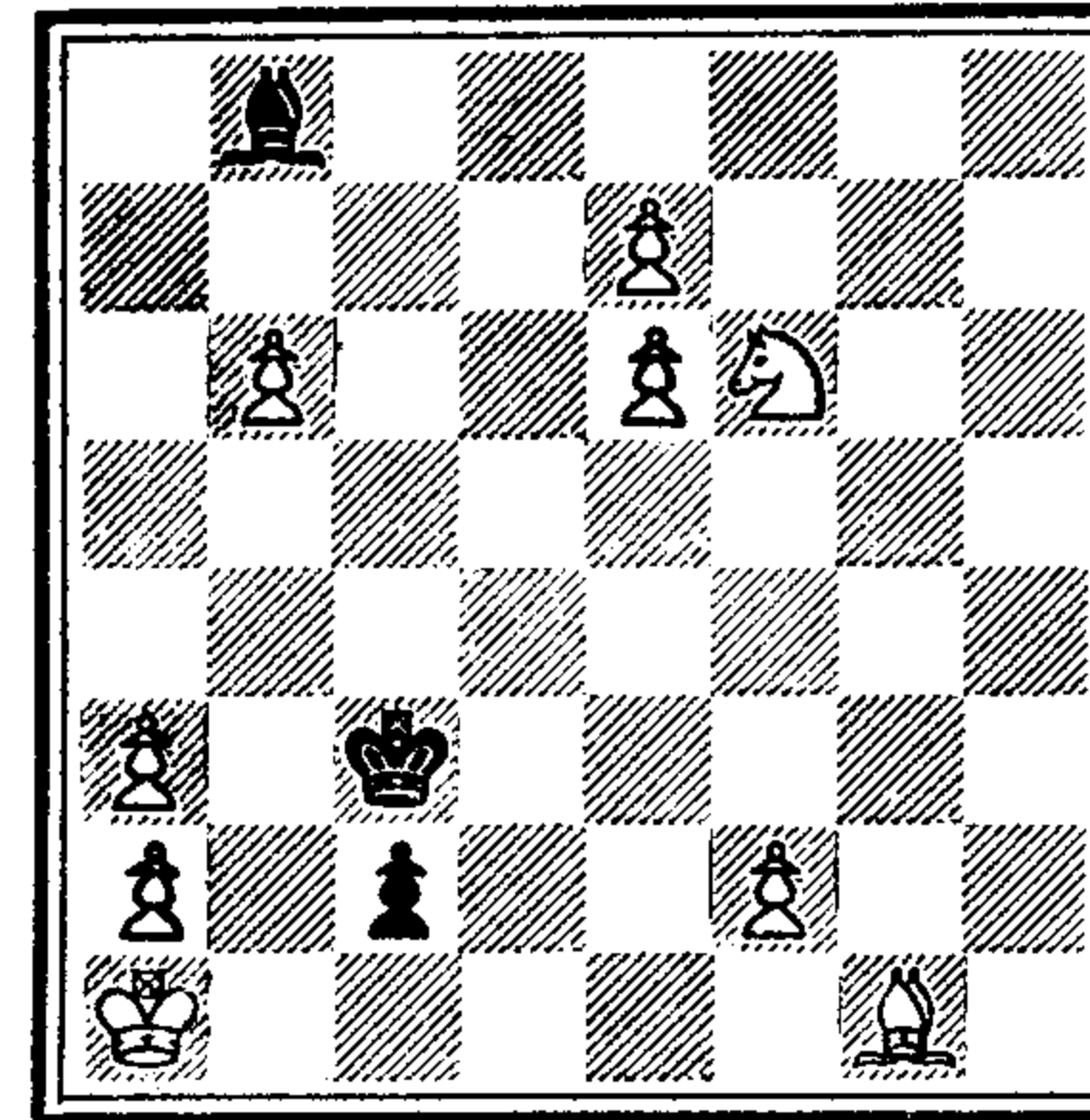
3 Q x Kt!
The only defence! Of course, if
4 B x Q, P x P and Black wins
in a hurry.

4 B—Kt4!
Once more 5 P x P mate is
White's menace!

4 B x B
5 P x Pch! K—R4
6 P x Bch! K—Kt3
Stalemate!

Quadruple pawns have their
uses!

M. S. LIBIURKIN
WHITE TO PLAY AND WIN



First Prize—
"Vechernya Moscvd" 1933

A fascinating production! No wonder it won first
prize in a composing tourney!

Black threatens mate on the
move by 1 . . . P—B8(Q), as
well as 1 . . . B—K4 and 2 . . .
K—Q7 mate; Therefore:

1 Kt—K4ch K—Q6
2 Kt—B5ch K—B6
3 Kt—Kt3 B—K4
4 P—B4 B—Kt2

The Bishop attempts to stay on
the diagonal to threaten mate. If
4 . . . B x P, 5 B—Q4ch and
White is out of his troubles.

5 P—K8(Kt)! B—R1
6 P—B5 B—K4

White would otherwise play 7
P—B6, again keeping the Bishop
out.

7 B—R2 B x B

8 P—Kt7 B—K4
He's there again!

9 P—Kt8(B)!
But not 9 P—Kt8(Q), K—
B5ch, 10 Q x B, P—B8(Q)ch,
11 KtxQ stalemate!

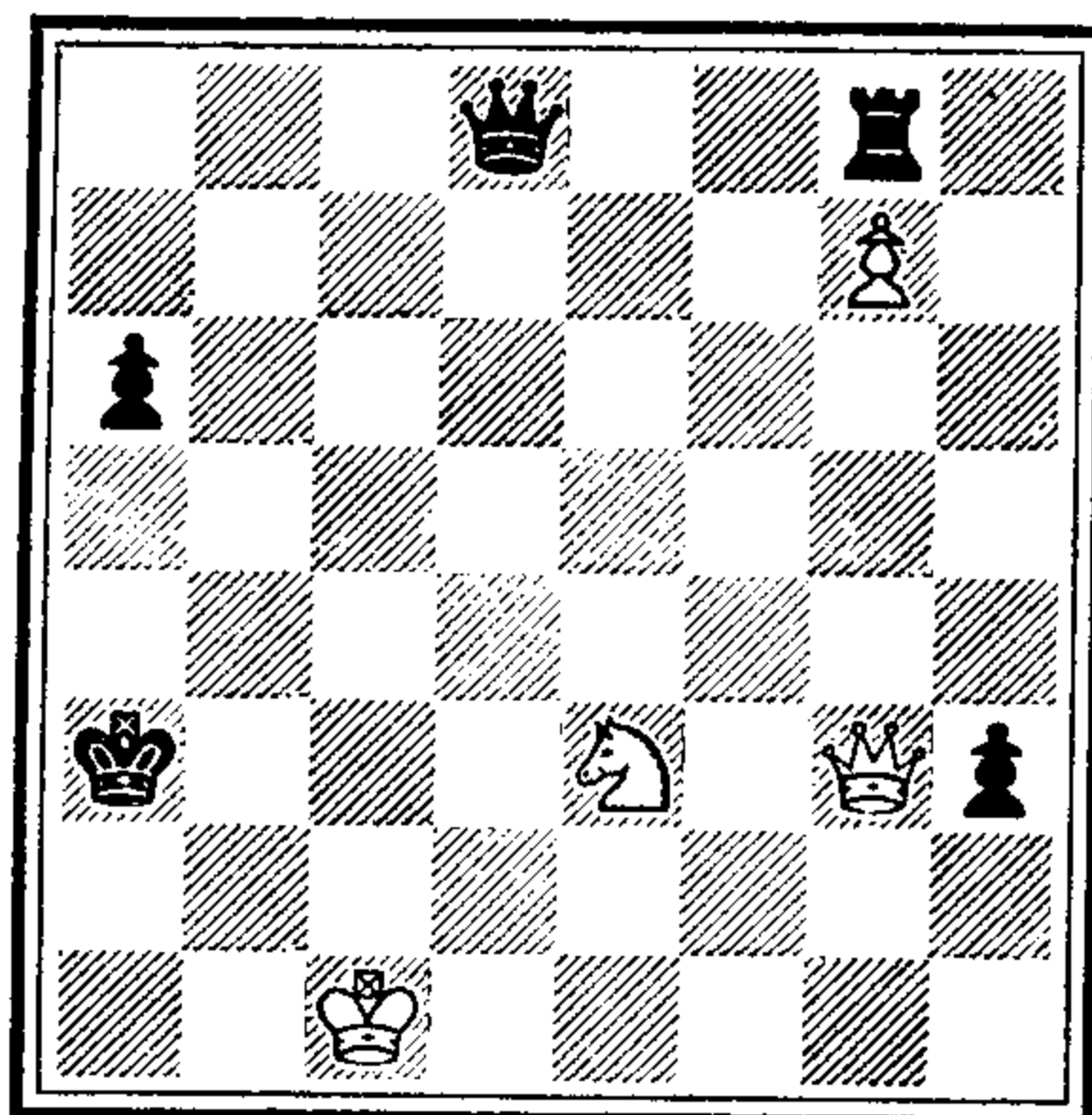
9 B x B
10 Kt—B7 B x Kt
11 P—K7 B—K4
12 P—K8(R)!

If 12 P—K8(Q), K—B5ch, 13
Q x B, P—B8(Q)ch, 14 Kt x Q
stalemate!

12 B—B3
13 R—K6 B—Kt2

14 P—B6
and wins, as the Bishop is finally
driven off!

I. EROCHIN
WHITE TO PLAY AND WIN



"64" 1928

An exquisite piece of work with the Knight and Queen co-operating harmoniously to bring about a charming termination.

1 Kt—B2ch K—R5
Of course not 1 . . . K—R7,
2 Q—R3 mate.

2 Q—Kt4ch!
Now, if 2 . . . K—Kt6, 3 Q—Kt4ch, K—R7, 4 Q—R3 mate. Or, if 2 . . . K—R4, 3 Q—Kt4 mate.

2 K—Kt4
3 Kt—Q4ch K—Kt3

Forced, as 3 . . . K—R4, 4 Kt—B6ch wins the Queen, or 3 . . . K—B4, 4 Kt—K6ch wins the Queen. Of course, the King cannot go to R5, Kt5 or B5 as White replies 4 Kt—B6 discovering check and again the Queen is lost.

4 Q—Kt6ch!
Narrowing Black's choice. If
4 . . . K—R4, 5 Kt—B6ch.
4 . . . K—B4, 5 Kt—K6ch.

4 . . . K—R2, 5 Kt—B6ch.
4 . . . K—B2, 5 Kt—K6ch.

4 K—Kt2
5 Q—K4ch!

A beautiful move! The King cannot move to R2, B2 or Kt1 as a Knight check would win the Queen, and if he plays 5 . . . K—Kt3, White replies 6 Q—Kt1ch, forcing the King to a black square whereupon a Knight check wins the Queen.

5 K—B1
6 Q—R8ch. . . .

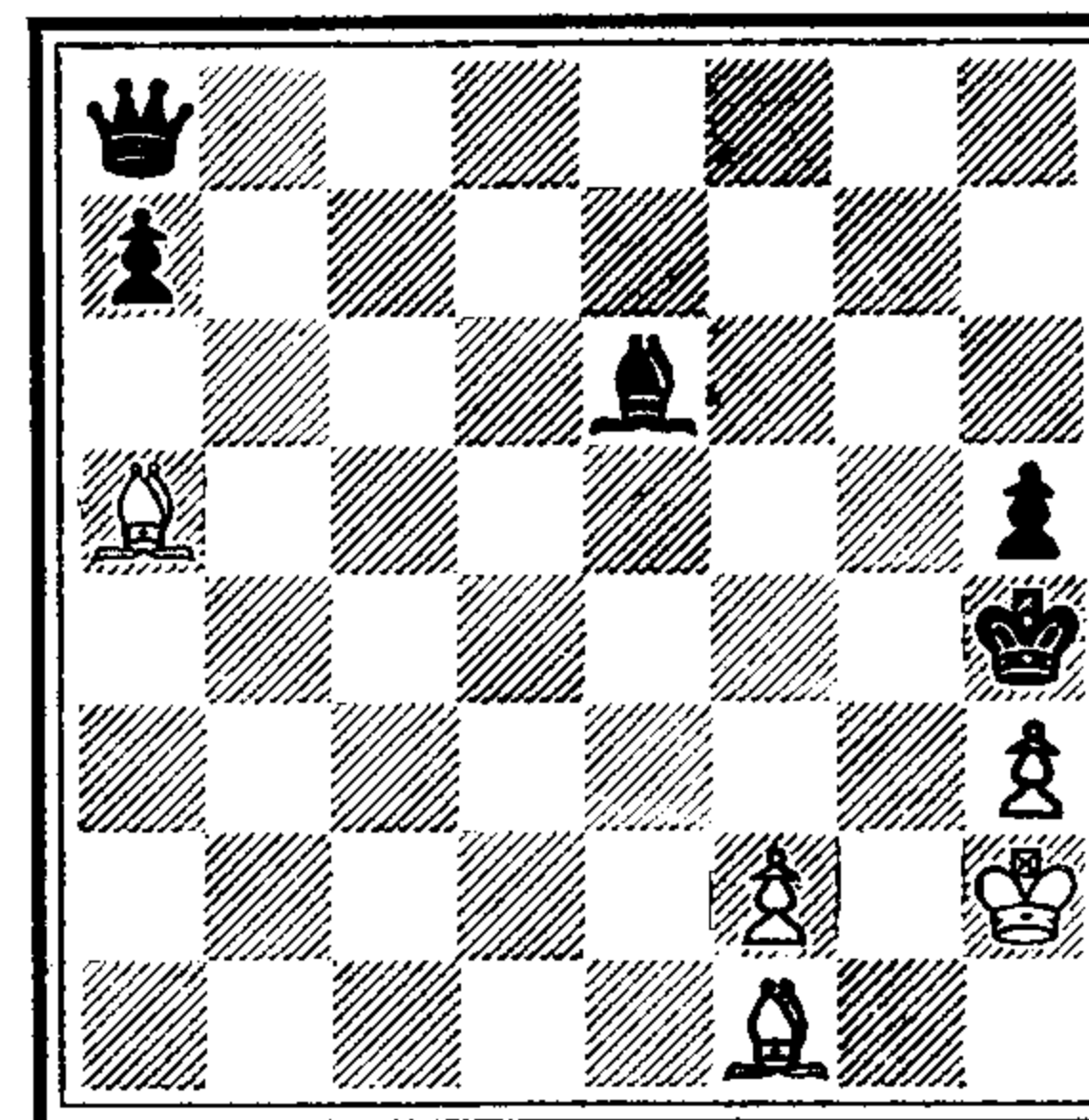
The King still cannot move to B2 as 7 Kt—K6ch would follow.

6 K—Q2

Now comes a pretty finish to the King's Odyssey!

7 Q—B6ch K—K2
8 Q—K6 mate.

V. and M. PLATOV
WHITE TO PLAY AND DRAW



"Rigaer Tageblatt"
1905

A delightful setting!

No one would expect a perpetual check in such an open position, nor the capture of the Queen, which seems to have such freedom of action!

1 P—B4

Threatening 2 B—K1 mate. Black cannot guard by 1 . . . Q—K5 as 2 B—Q8 mate would follow.

1 B x P
2 B—K1ch K—Kt5
3 B x Bch K x P

Forced, as 3 . . . K—B6, 4 B—Kt2ch, wins the Queen.

4 B—Q2ch K—K4

Again forced, as the King dare not go to a White square.

5 B—B3ch K—Q3

Returning would only mean submitting to perpetual check.

6 B—Kt4ch K—B2

The King seeks a hiding place from the annoying Dishop.

7 B—R5ch K—Kt1

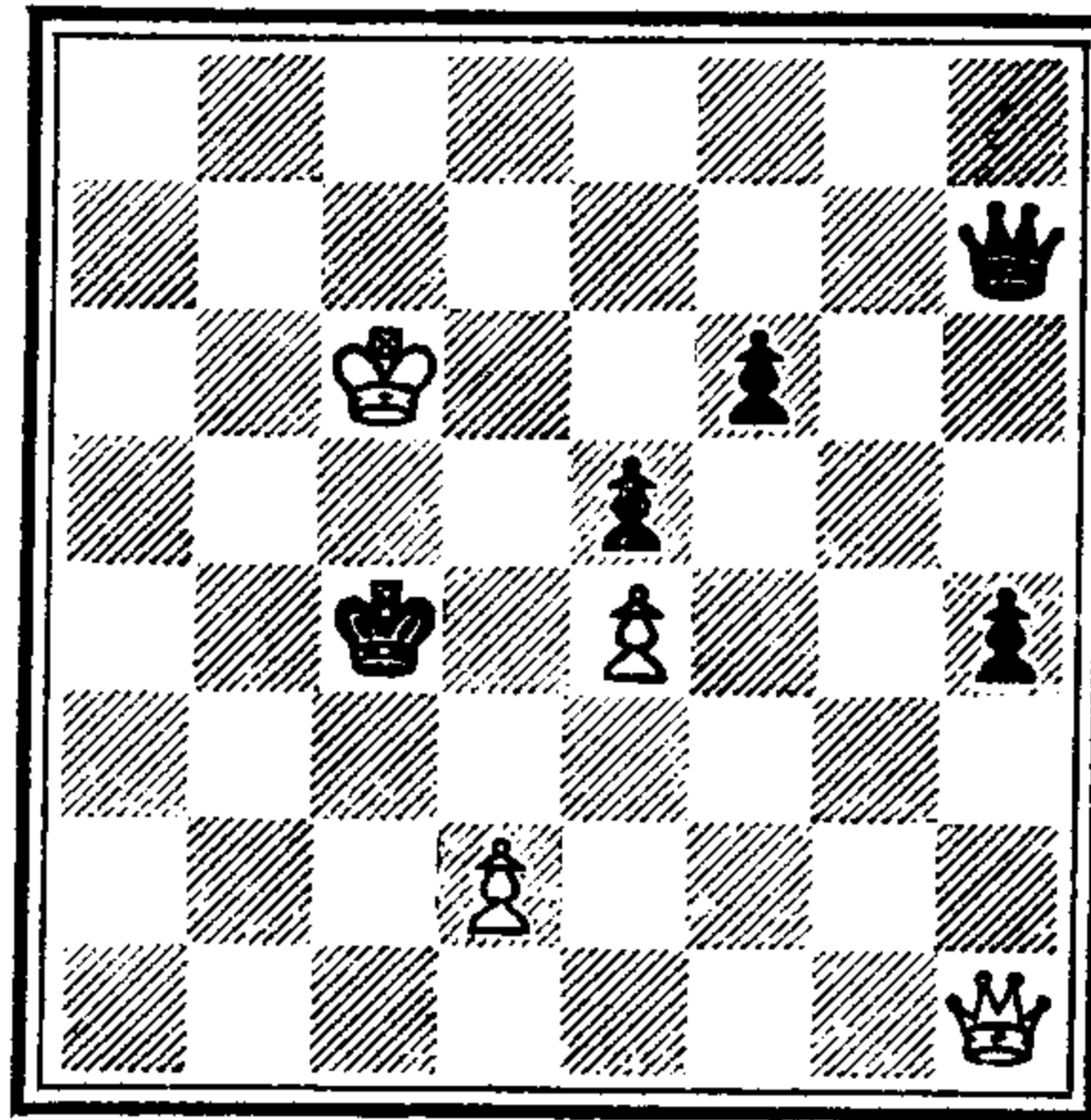
And finds one—But—

8 B—Kt2

And the Queen is lost!

Drawn

H. RINCK
WHITE TO PLAY AND WIN



First Prize—
"Bohemid" 1906

One of the most beautiful of Rinck's endings!
The second move is startling—allowing Black to check on an open board!

1 Q—QKt1 K—Q5

The only way to stop White's threat of 2 Q—Kt5ch, K—Q5, 3 Q—Q5 mate.

2 Q—Kt3!!

Threatening 3 Q—Q5 mate. Of course Black cannot play 2 K x P as 3 Q—B2ch would win the Black Queen.

2 Q x Pch
3 K—Q6

White threatens 4 Q—B3 mate. The Black Queen must remain on the long diagonal to prevent 4 Q—Q5 mate. If 3 Q—Kt7 or R8 then 4 Q—B3ch, K—K5,

5 Q—B6ch and wins the Queen.

3 Q—QR1

Now comes a neat forced win!

4 Q—K3ch K—B5

5 Q—B3ch K—Kt4

6 Q—Kt3ch K—R3!

7 Q—R4ch K—Kt2

8 Q—Kt5ch

If 8 K—B1, 9 Q—Q7ch, K—Kt1, 10 Q—B7 mate.

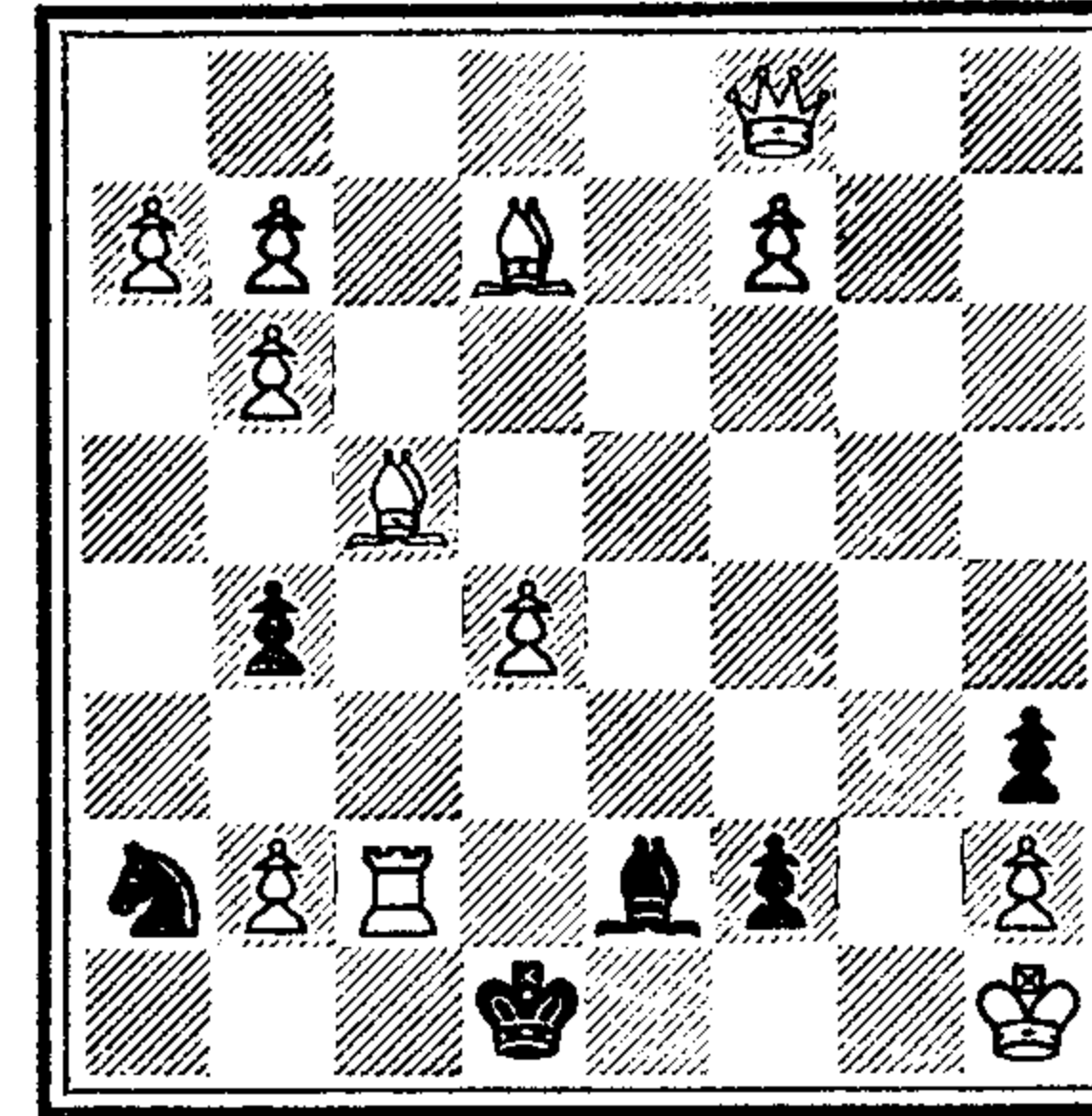
8 K—R2

And now a quiet little move.

9 K—B7!

And wins as mate cannot be stopped.

V. A. KOROLIKOV
WHITE TO PLAY AND WIN



First Prize—
"Pravdi" 1929

A First Prize winner by the renowned wizard of end-game composition, Korolikov.
Weird and wonderful!

Black's two big threats are 1 P—B8(Q) mate, and 1 B—B6 mate.

1 R—Q2ch

Not 1 B x RP, B—B6ch, 2 B—Kt2, P—B8(Q) mate.

1 K—B8

If 1 K x R, 2 Q—R6ch followed by 3 Q x P.

2 R—Q1ch K x R
3 B—R4ch P—Kt6!

As will be seen later, this is Black's best chance.

4 B x Pch K—K8
5 B—Kt4ch Kt—B6!

Again Black sacrifices, so as to threaten stalemate later.

6 B x Ktch K—B8

Black still threatens 6 B—B6 mate. If White tries 7 B—Q5, then 7 B—B6ch, 8 B x B stalemate!

7 B—B4! B x B

8 Q—B5! B—Q6

9 Q—Kt5!! B x Q

10 P—Kt8(Kt) B—Q6

11 P—R8(B)!

Of course, if 11 P—R8(Q), B—K5ch, 12 Q x B stalemate.

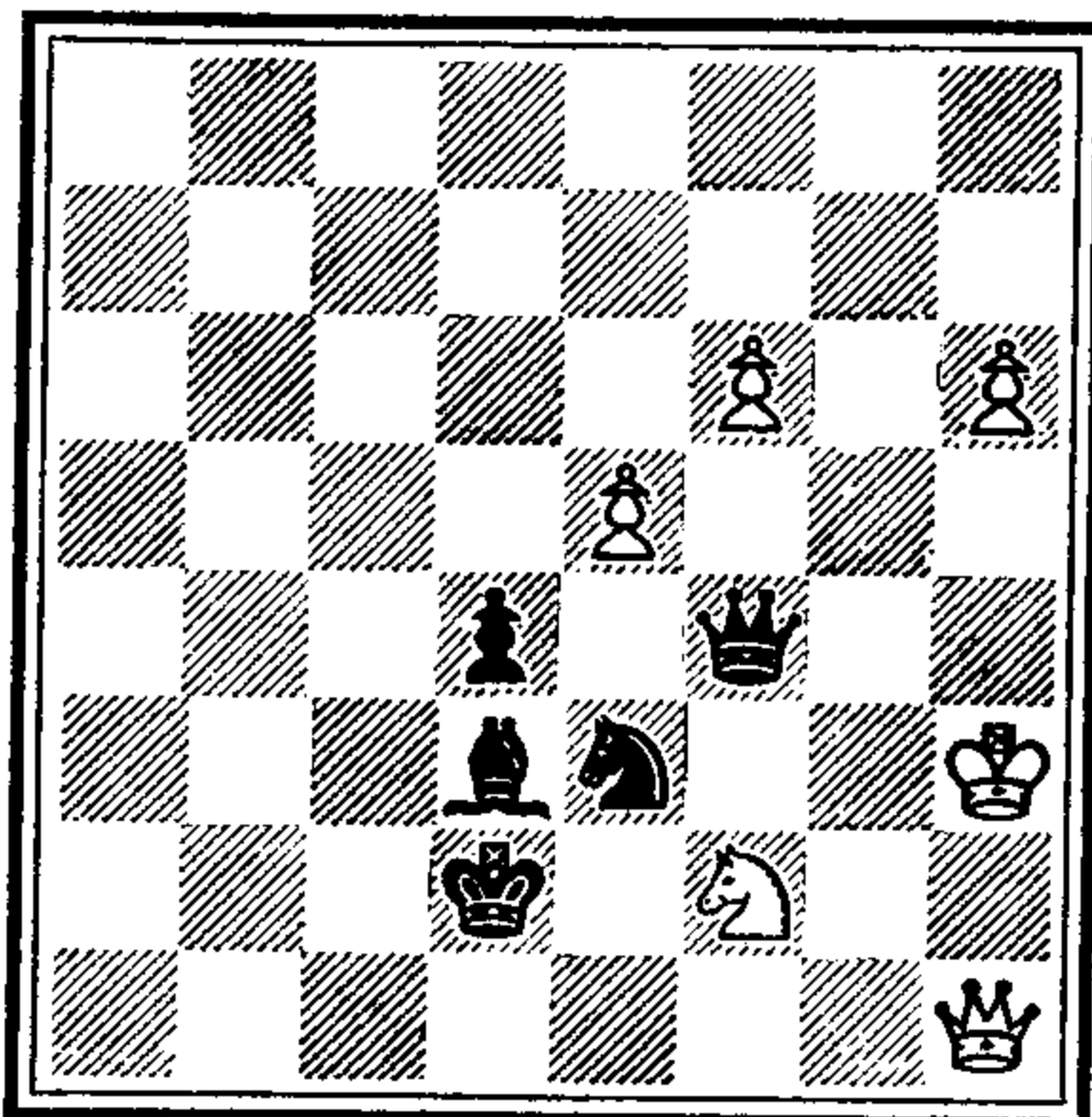
11 B—K7

Again threatening 12 B—B6ch, 13 B x B stalemate.

12 P—B8(R)!!

And wins.

A. O. HERBSTMANN
WHITE TO PLAY AND WIN



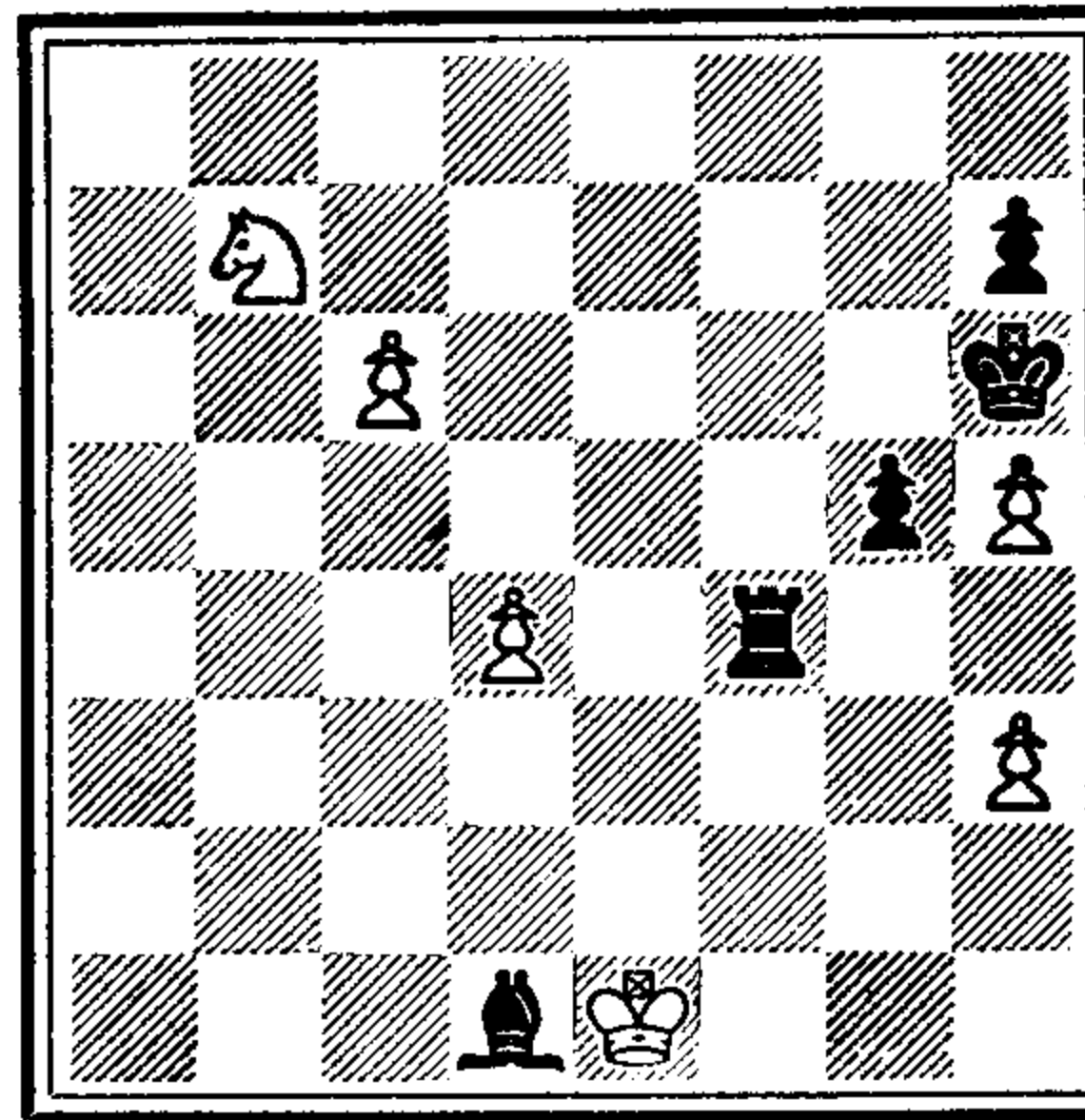
First Prize—
"Tyovaen Shakki" 1935

Six times does the White Queen attempt to sacrifice herself, and the Black King runs around in circles trying to refuse—but the Queen chases him back, and into a forced capture—and a Knight fork!

1 Q—K1ch!
If 1 . . . K x Q, 2 KtxBch, followed by 3 KtxQ wins.
1 K—B7
2 Q—B1ch!
Again the King cannot capture.
2 K—Kt6
3 Q—Kt2ch!
Nor now!
3 K—B5
The King cannot escape to R5, as 4 Q—Kt4ch, K x Q, 5 Kt x Bch wins.

4 Q—Kt4ch!
What an annoying Queen!
4 K—Q4
5 Q—Q6ch! K—B5
6 Q—B5ch! K—Kt6
7 Q—Kt4ch! K—B7
Or 7 . . . K—R7, 8 Q—Kt2ch! K x Q, 9 Kt x Bch, and wins.
8 Q—Kt2ch! K x Q
Now there's no choice!
9 Kt x Bch K—B6
10 Kt x Q
And wins.

K. A. L. KUBBEL
WHITE TO PLAY AND WIN



I-II Prize—
"Schachmatny Listok"
1925

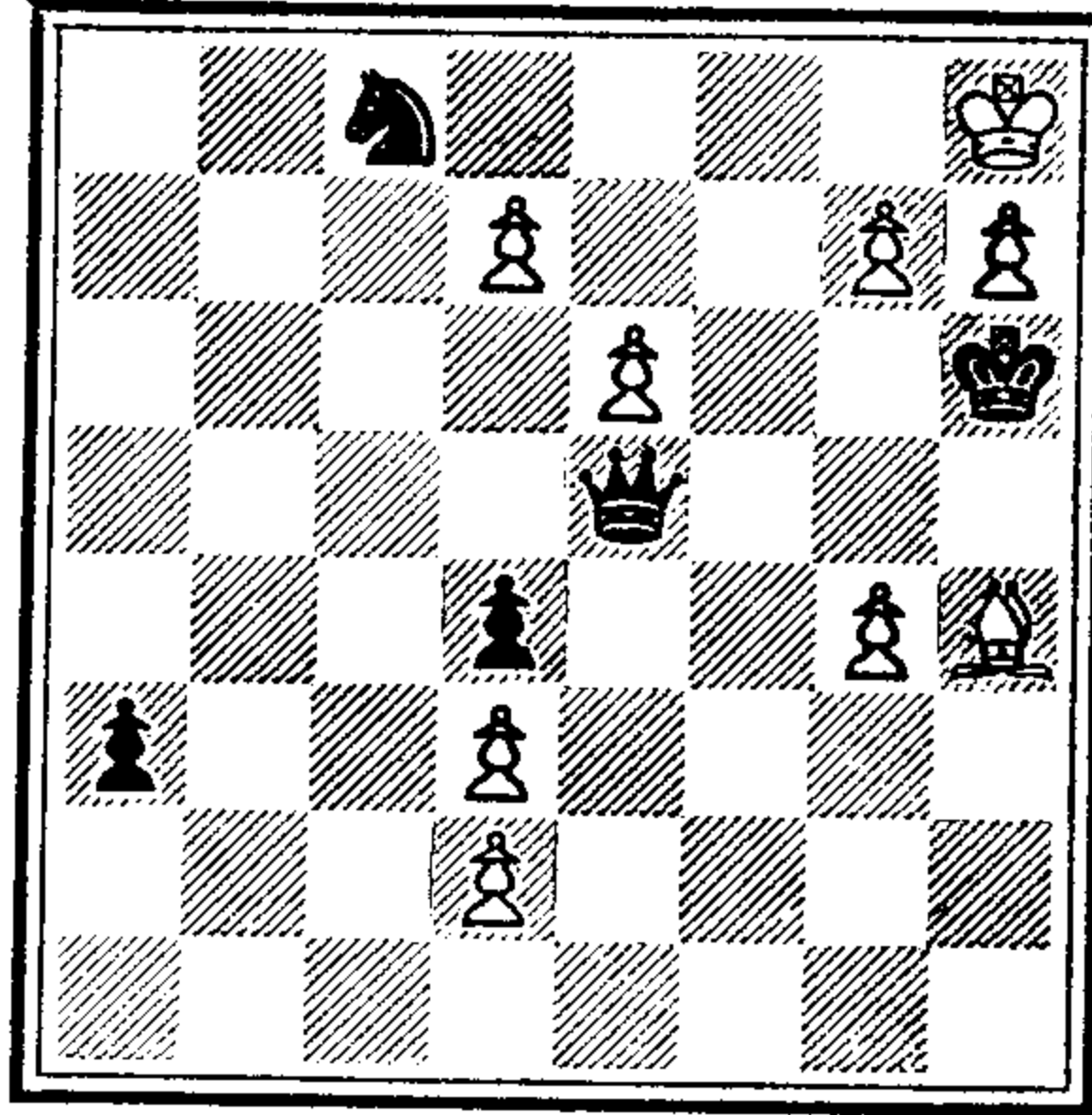
In this masterly First Prize winner, Black's clever defensive play is an entertaining feature.

1 P—B7 R—K5ch
If 2 K—B2, R—K7ch, 3 K—Kt3, R—K6ch, with perpetual check. Or, if 2 K—B1, R—K1, 3 Kt—Q8, B—K7ch, 4 K—B2, B—R3 holds everything. On 2 K x B, R x Pch, followed by 3 . . . R—QB5 finishes White.
2 K—Q2! R x Pch
3 K—B3 B—Kt5!!
A subtle defence, as 4 K x R, B x P (R6) and White cannot win.
4 P x B R—Q2!
Another pretty idea! If 5 P—

B8(Q), R—B2ch, 6 Q x R and Black is stalemate! If 5 P—B8(B), R—B2ch, followed by R x B.
Now how is White to protect his Pawn?
5 K—Kt4!
He doesn't!
5 R x P
6 Kt—Q6!!
Threat—7 Kt—B5 mate.
6 K—Kt2
7 Kt—K8ch K moves
8 Kt x R
And wins.

F. RICHTER

WHITE TO PLAY AND DRAW



"Ceskoslovensky Sach"
1934

The following, one of the most beautiful end games ever composed, shows under-promotion on both sides, with very accurate play required to reach the peaceful conclusion.

1 B—B6! Q x B
2 P—Kt5ch!

The only way to stop . . . Q x P mate.

2 Q x P
3 P—Kt8 (Kt) ch K—Kt3

Now White has to worry about . . . Q—K4ch.

4 P—Q8 (Q) Q x Q
5 P—K7!

The only move, but a beauty! Now 5 Kt x P stalemates White, as does 5 Q x P, 6 Kt x Qch, Kt x Kt.

5 Kt—Q3!

Now 6 P x Q (Q), Kt—B2 mate.

6 P x Q (Kt)! Kt—B2ch
7 Kt x Kt K x Kt
8 Kt—R6ch K—B1
9 Kt—B5 P—R7

More trouble for White!

10 Kt x P P—R8 (R)!

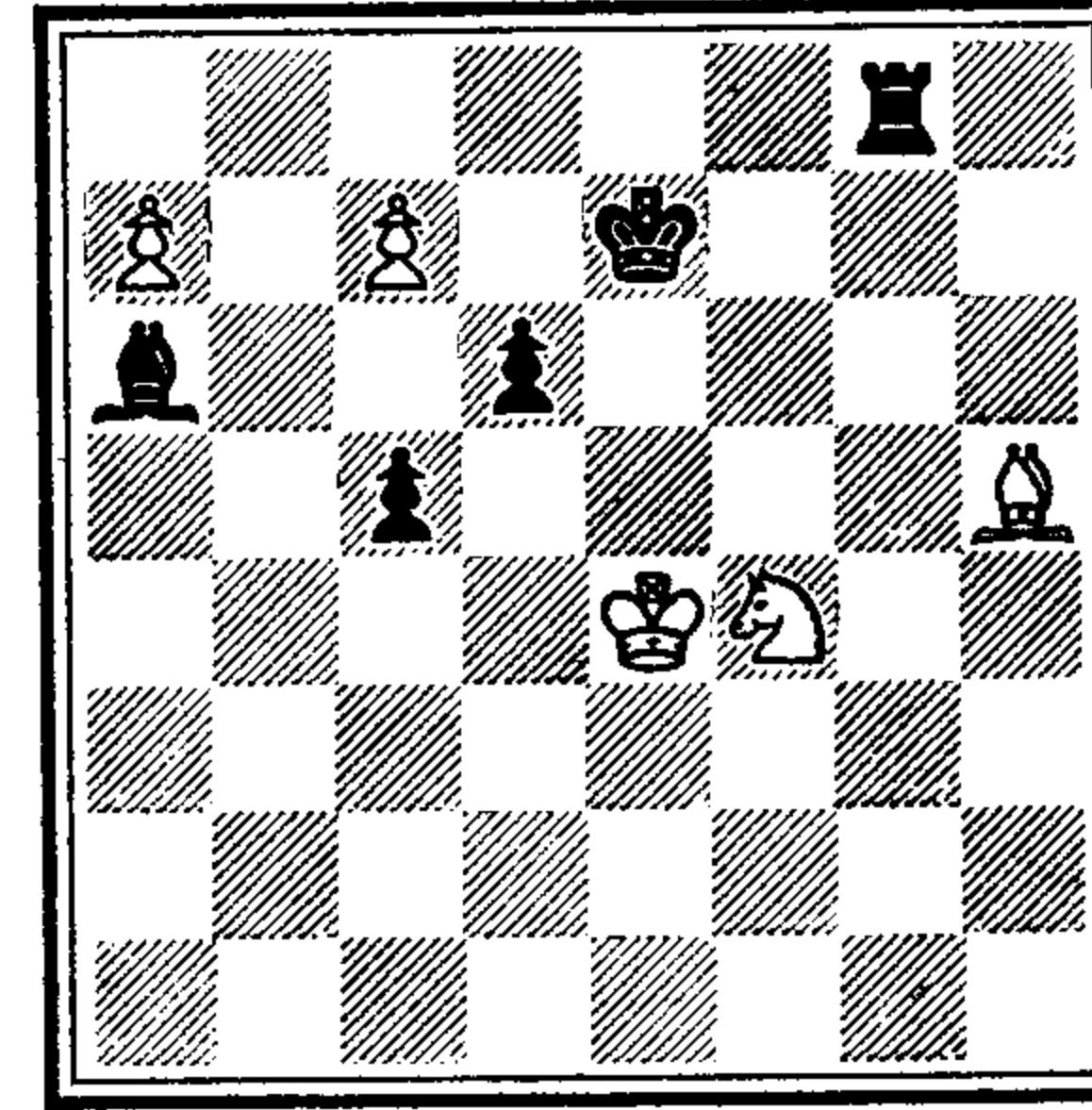
Of course not P—R8 (Q) and White is stalemate. Black now threatens R—R1 followed by K—B2 mate.

11 Kt—K6ch K—B2
12 Kt—Q8ch K—Kt3
13 K—Kt8 R—R1
14 P—R8 (Kt) ch! K—B3
15 Kt—B7

Drawn

T. B. GORGIEV

WHITE TO PLAY AND WIN



Third Prize—
"Spolku Ceskych Sachistu"
1934

White sacrifices two Queens to bring about a sparkling checkmate!

1 Kt—Q5ch K—Q2!

If 1 K—K3, 2 P—B8 (Q) ch, R x Q, 3 B—Kt4ch, K—B2, 4 B x R wins.

2 P—B8 (Q) ch! R x Q

Of course, if the King or the Bishop had captured, then simply 3 P—R8 (Q) wins.

3 B—Kt4ch K—B3
4 B x R

Black must prevent 5 P—R8 (Q).

4 B—Kt2
5 K—Q3

Clearly Black cannot go in for 5 K x Kt, 6 B x Bch.

5 B—R1
6 K—B4 B—Kt2
7 P—R8 (Q)!

A beautiful sacrifice!

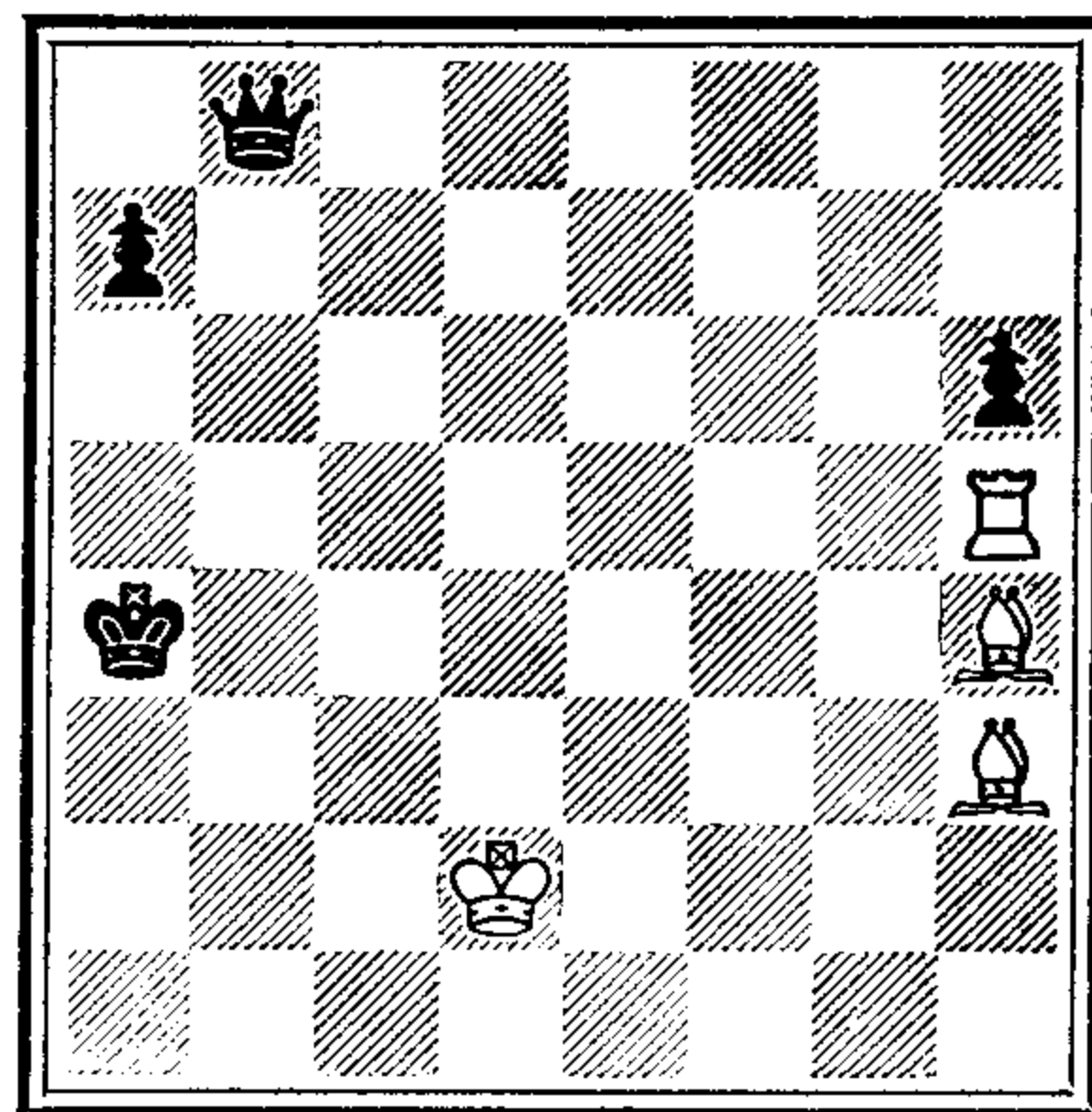
7 B x Q
8 B—R6

Stopping 8 K—Q2, as 9 Kt—Kt6ch, would win the Bishop and the game.

8 B—Kt2
9 B—Kt5 mate!

H. RINCK
WHITE TO PLAY AND WIN

Saragossa Tourney
1929



A masterpiece of technique in the realm of end game composition!

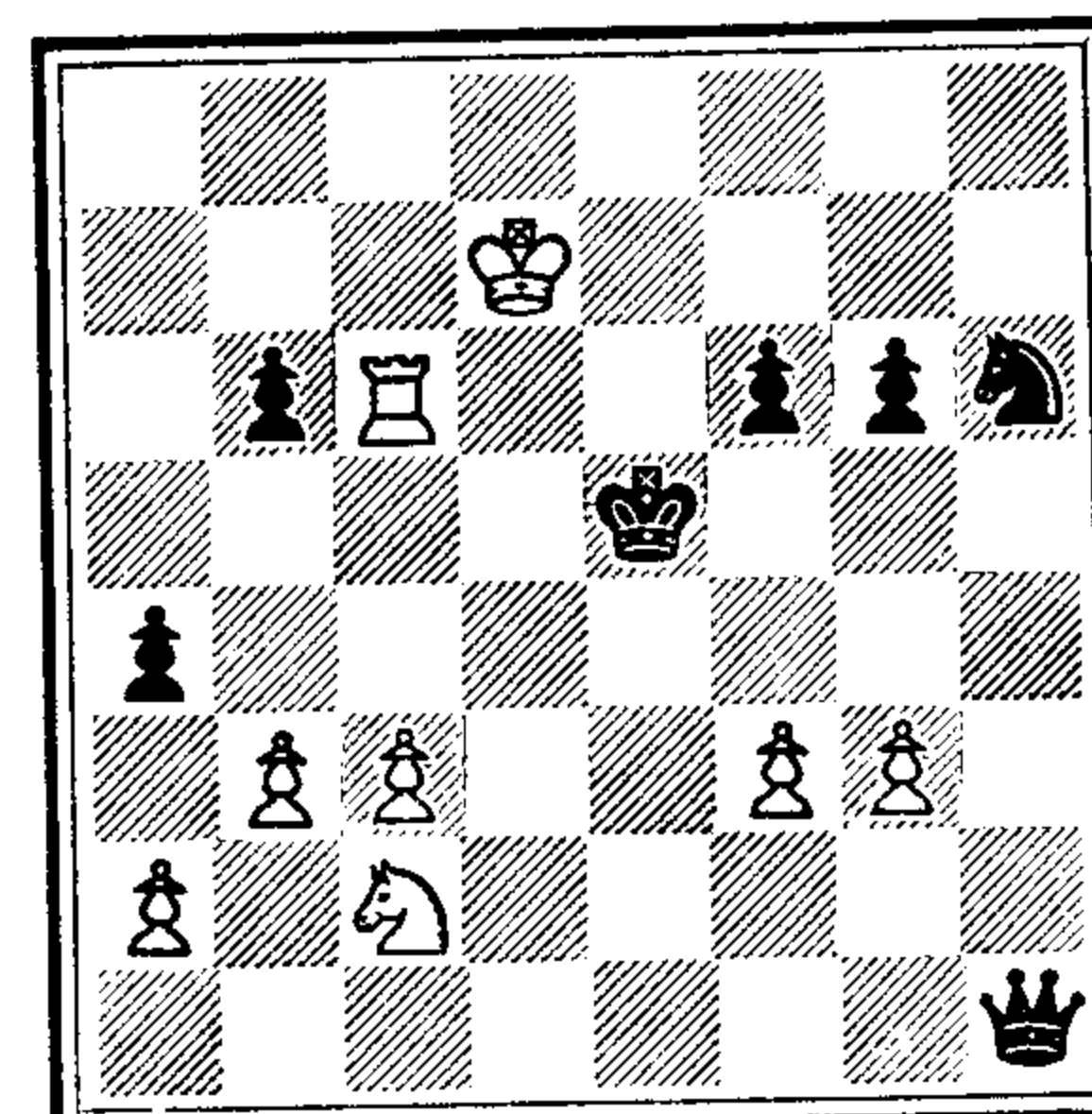
That White can permit himself the luxury of two King moves in such a wide open position seems incredible, but Rinck shows that everything is under control!

1 B—Q7ch K—Kt5
On 1 . . . K—R6, White wins the Queen by 2 B—K7ch, K—R7, 3 R—R5ch, K moves, 4 R—Kt5ch.
2 B—K7ch K—B5
3 B—K6ch K—Q5
4 B—B6ch K—K5
5 K—K2!!
Threatens 6 R—R4 mate. Strangely enough, Black's Queen has no checks!
5 K—B5
6 R—R4ch K—Kt6
7 R—Kt4ch K—R7

Of course not 7 . . . K—R6, 8 R—Kt8ch followed by 9 R x Q.
8 K—B2!!
Now threatening 9 R—R4 mate.
8 Q—Kt3ch
9 B—Q4
If Black plays 9 . . . Q—Q1 (to stop R—R4 mate) then 10 B—K5ch, K—R8, 11 R—Kt1 mate.
9 Q x B(K3)
10 R—R4ch Q—R6
11 B—K5ch K—R8
12 R x Q mate.

A. S. GUREWITZ
WHITE TO PLAY AND DRAW

"Schachmat"
1926



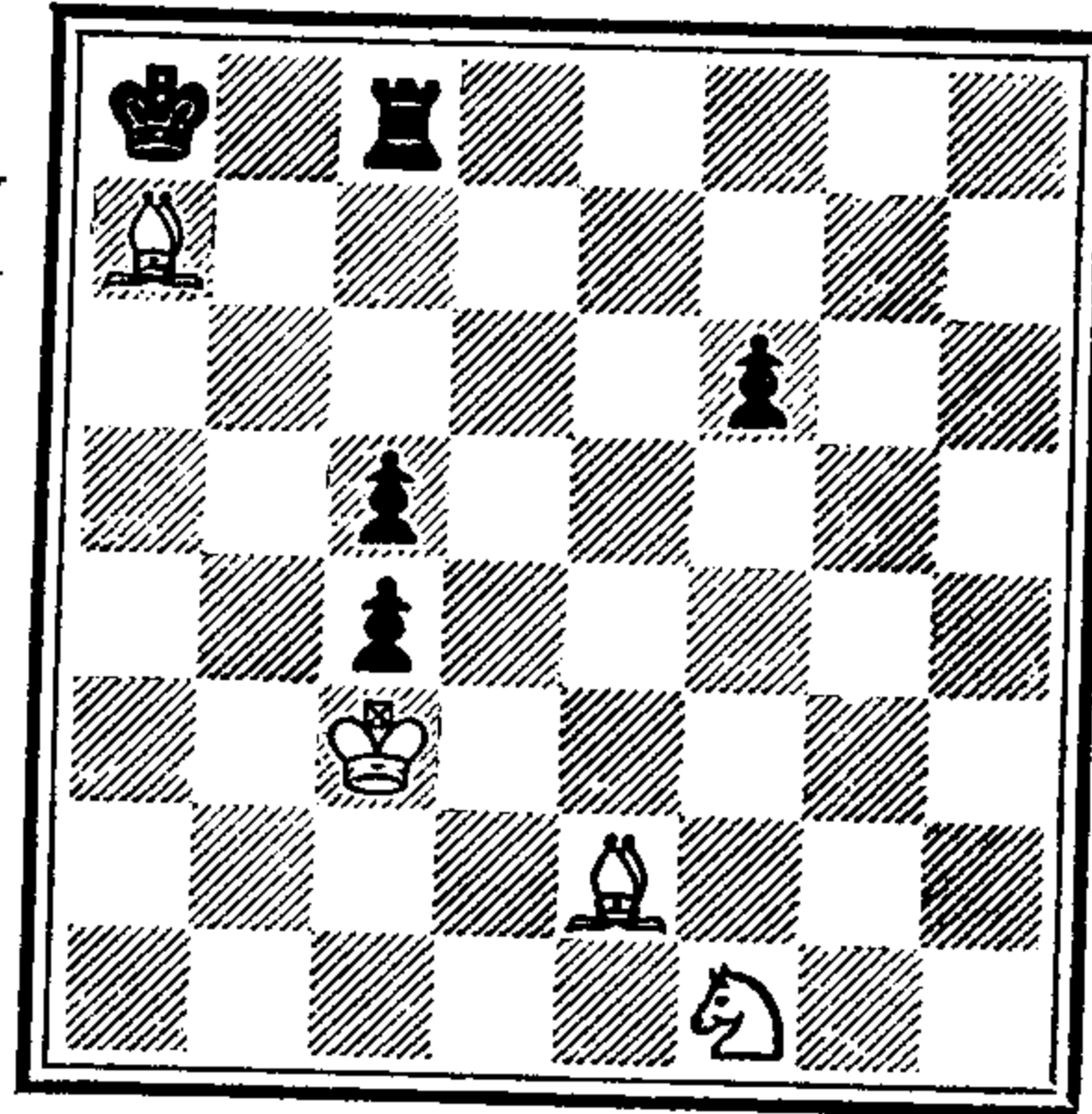
A scintillating jewel!

The Black King goes from King Rook four to Queen Rook four and back again, but cannot evade perpetual check by a single Knight!

1 R—K6ch K—B4
Of course not 1 . . . K—Q4, 2 P—B4ch, 3 R—B6 mate.
2 R—K1 Q—R6!
Best, as it permits the Queen to check after the King moves.
3 Kt—Q4ch K—Kt4ch
4 Kt—K6ch K—R4
Now the White Knight is pinned—but
5 R—KR1! Q x R
6 Kt—Kt7ch K—Kt4
7 Kt—K6ch K—B4
8 Kt—Q4ch K—K4

9 Kt—B6ch K—Q4
10 Kt—Kt4ch K—B4
11 Kt—R6ch K—Kt4
12 Kt—B7ch
Black cannot move his King to R4, as 13 P—Kt4 mates. Therefore:
12 K—B5
13 Kt—R6ch K—Q4
14 Kt—Kt4ch K—K4
15 Kt—B6ch K—B4
16 Kt—Q4ch K—Kt4
17 Kt—K6ch K—R4
18 Kt—Kt7ch
Drawn, by perpetual check.

B. A BRON
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1931

A highly interesting example of "Domination" combined with "Zugzwang."

1 B—Kt6 K—Kt2

Black begins to chase the Bishop, which seems to have no escape.

2 B—QR5 K—R3
3 Kt—Q2!

So that if, 3 K x B, 4 Kt x Pch, K—R3 (4 K—R5, 5 Kt—Kt6ch) 5 Kt—Q6ch wins the Rook.

3 R—K1
4 B—B1 K x B
5 Kt x Pch K—R5

Clearly, if 5 K—R3 (or Kt4), 6 Kt—Q6ch.

6 B—Kt2! R—K3

The only way to stop 7 B—B6 mate, as 6 R—QB1, 7 Kt—Kt6ch fails.

7 B—Q5 R—R3

Again forced.

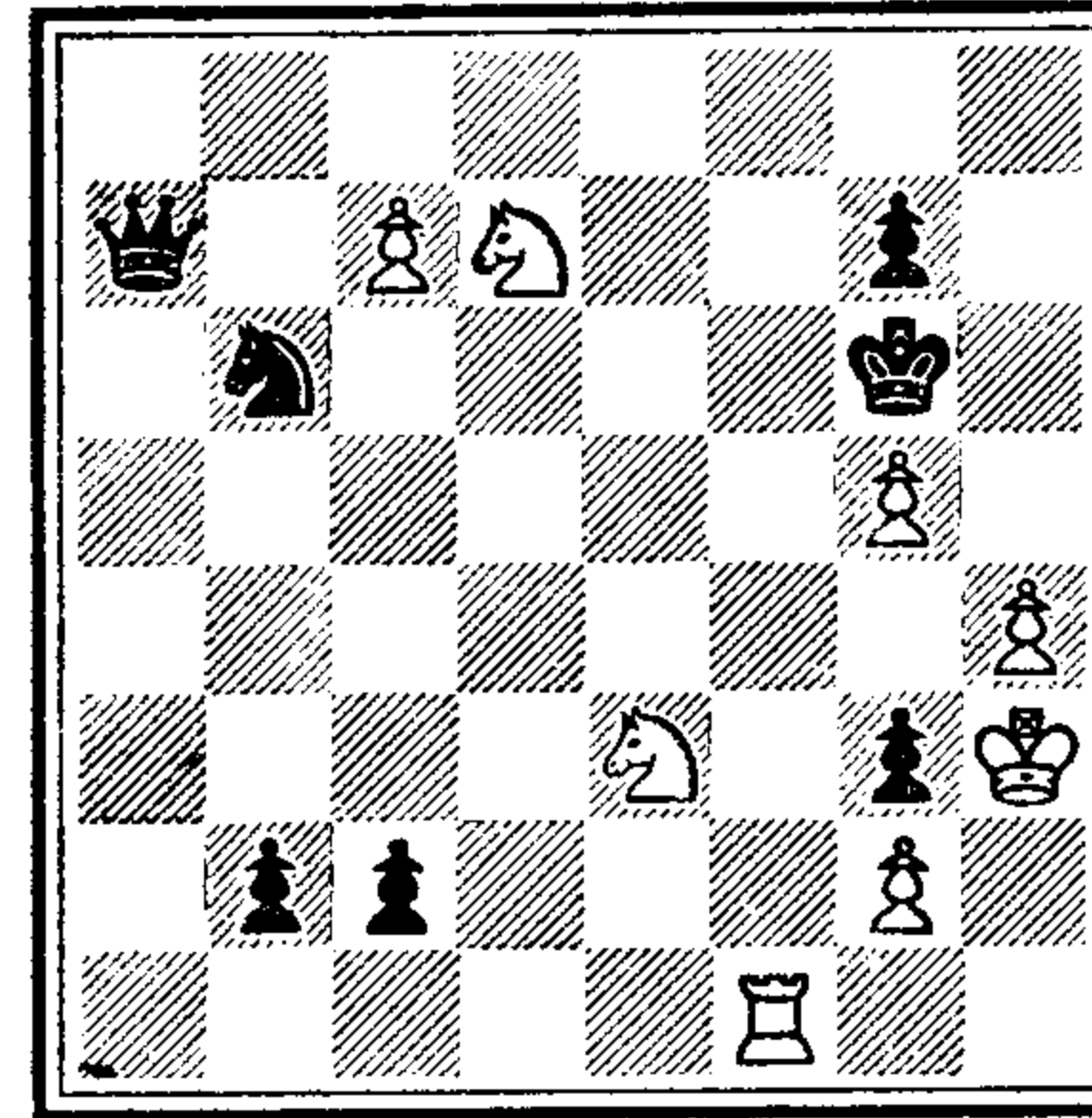
8 B—B7! K—Kt4

Again, Black cannot prevent 9 B—K8ch by 8 R—R1 as 9 Kt—Kt6ch wins the Rook.

9 B—K8ch R—B3
10 K—Q3! P—B4
11 Kt—K5

And wins.

A. P. KASANTZEV
WHITE TO PLAY AND WIN



"Zadachi i Etiudi"
1936

The Black Queen dashes madly about—like the Red Queen in "Alice in Wonderland"—with the same result! Highly interesting is the Rook's climb up the staircase!

1 Kt—B8ch K—R4
2 P—B8(Q)

The purpose of this deep sacrifice will be seen later.

2 Kt x Q
3 Kt—B5

Threatening mate by 4 Kt x P (Kt3). The Queen, in parrying this threat, must also keep an eye on the other Kt Pawn, as after 3 Q—Kt1, 4 Kt x P (Kt7) is mate.

3 Q—QB2!
4 R—B4!

Again, 5 Kt x P (Kt3) mate is the threat. Clearly, if 4 QxR, 5 KtxP (Kt7) mate.

4 Q—B6!
5 R—Q4!

Now the threat is 6 Kt x P (Kt7)

mate. If 5 Q x R, 6 Kt x P (Kt3) mate.

5 Q—B2!
6 R—Q6!

Again threatening 7 Kt x P (Kt3) mate.

6 Q—B6!
7 R—KB6!

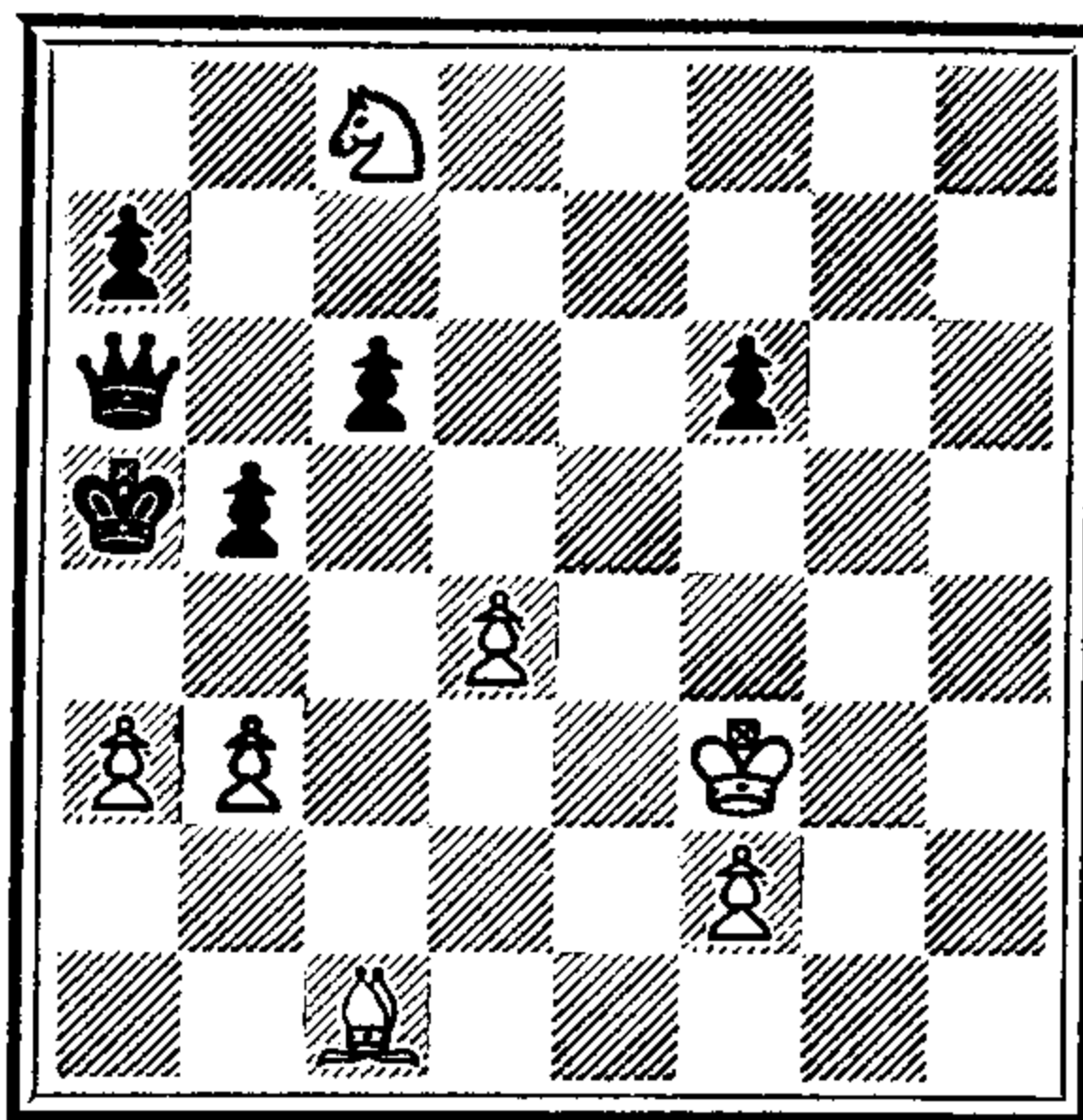
Once more White's menace is 8 Kt x P (Kt7) mate!

7 Q—B2!
8 R—B7!!

Now the point of White's second move is clear! If the Black Knight were still at Kt3, Black could now play 8 Q—B1, pin the Knight and win!

8 Q—K4
9 Kt x P (Kt7) ch Q x Kt
10 R x Q Any
11 R—R7 mate.

M. S. LIBIURKIN
WHITE TO PLAY AND WIN



"Chess in U.S.S.R."
1939

A fine illustration of "zugzwang." Black is tied up thoroughly, and is left with only the choice of losing his Queen by a Knight fork, or resigning!

- | | |
|-----------|-------|
| 1 B—Q2ch | P—Kt5 |
| 2 B x Pch | K—Kt4 |
| 3 Kt—Q6ch | K—Kt3 |
| 4 B—R5ch | K x B |

Of course if 4 Q x B, 5 Kt—B4ch wins the Queen.

- | | |
|-----------|---------|
| 5 Kt—B4ch | K—Kt4 |
| 6 K—B4! | |

A fine waiting move. Black cannot move the Queen to Kt2 or B1 on account of 7 Kt—Q6ch.

- | | |
|-----------|-------|
| 6 | P—QB4 |
|-----------|-------|

To give the Queen some freedom!

- | | |
|---------|---------|
| 7 P—Q5! | |
|---------|---------|
- Now the Pawn guards QB6 and K6.

- | | |
|-----------|------|
| 7 | P—B4 |
|-----------|------|
- So that the Queen can get to KB3 or R3.

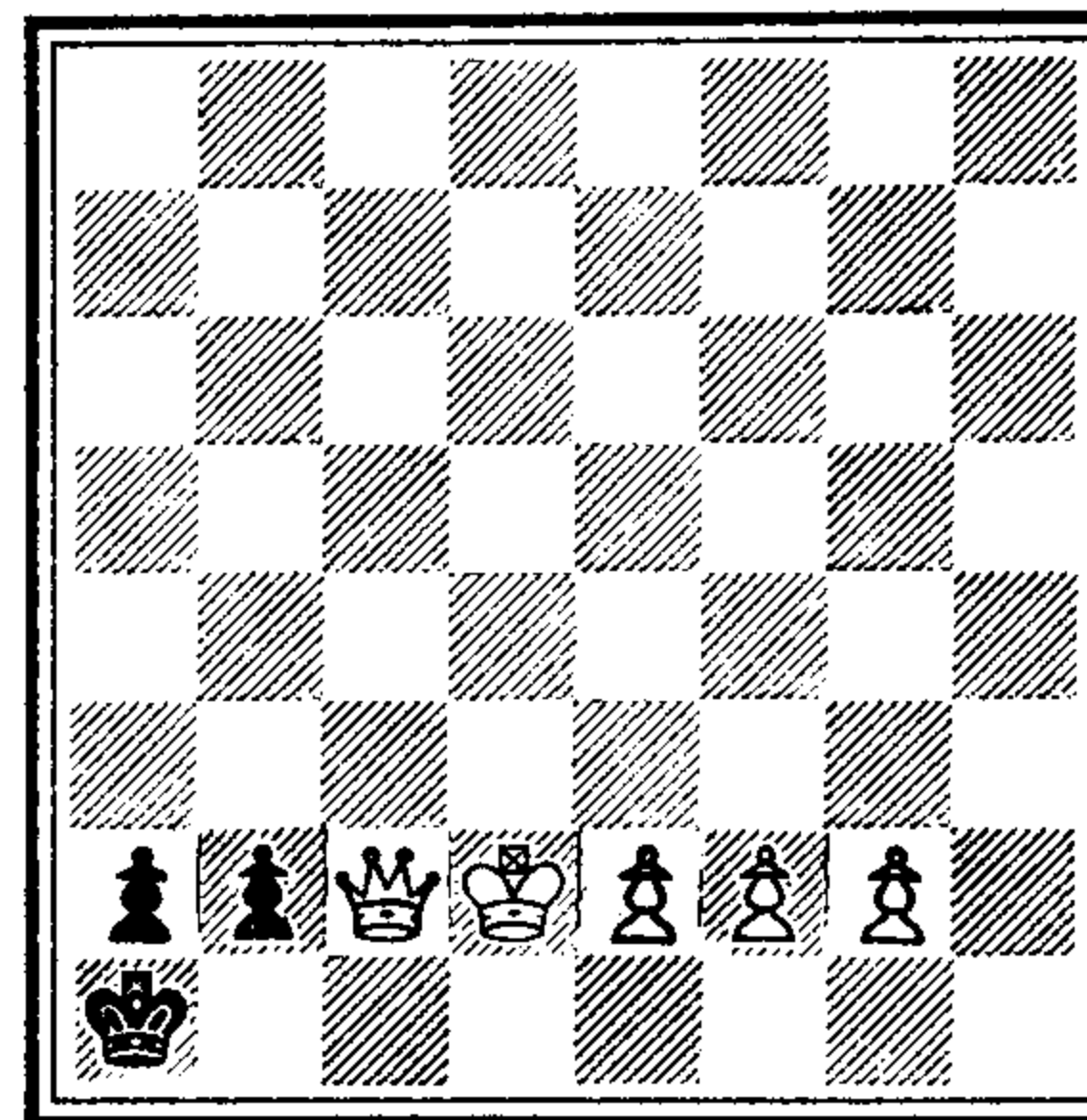
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|----------|---------|
| 8 K—Kt5! | |
|----------|---------|

The King puts a stop to that idea!

- | | |
|-----------|------|
| 8 | P—B5 |
| 9 P—B3 | |

And wins, as Black has no moves!!

S. R. BARRETT
WHITE TO PLAY AND WIN



1874

White wins by a zig-zag climb up the ladder, and then swoops down for the mate!

Perhaps the earliest illustration of the "ladder" theme, and still one of the prettiest!

- | | |
|--------|---------|
| 1 Q—B3 | |
|--------|---------|
- The Pawn must be pinned!

- | | |
|-----------|-------|
| 1 | K—Kt8 |
|-----------|-------|
- Threatening to Queen the Rook's Pawn.

- | | |
|-----------|---------|
| 2 Q—Q3ch. | |
|-----------|---------|
- Which drives the King back.

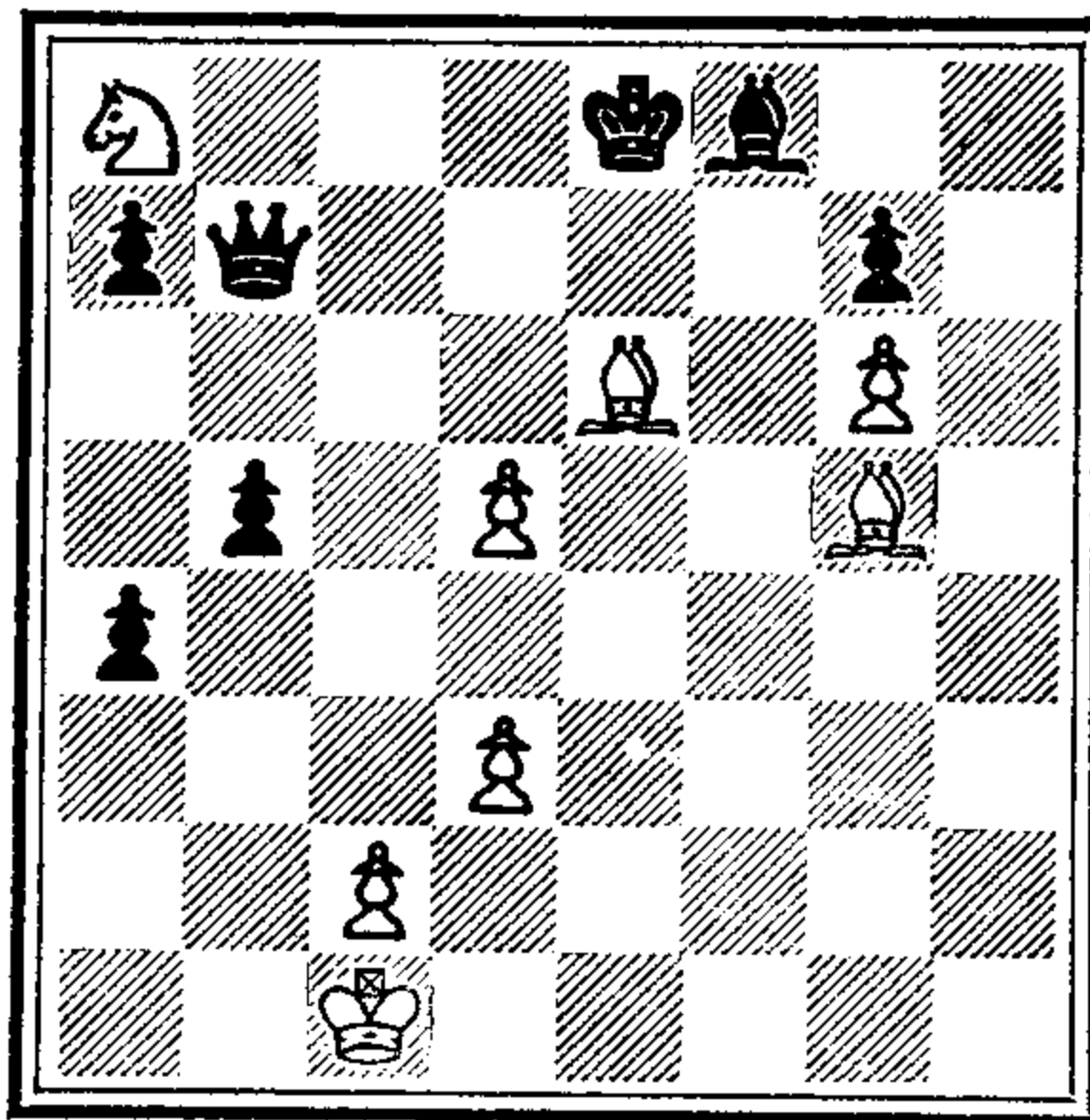
- | | |
|-----------|---------|
| 2 | K—R8 |
| 3 Q—Q4 | |

The pinning and driving back process continues!

- | | |
|-----------|-------|
| 3 | K—Kt8 |
|-----------|-------|
- Note that Black has no choice.

- | | |
|---------------|-------|
| 4 Q—K4ch | K—R8 |
| 5 Q—K5 | K—Kt8 |
| 6 Q—B5ch | K—R8 |
| 7 Q—B6 | K—Kt8 |
| 8 Q—Kt6ch | K—R8 |
| 9 Q—Kt7 | K—Kt8 |
| 10 Q—R7ch | K—R8 |
| 11 Q—R8 | K—Kt8 |
| 12 Q—R1 mate. | |

F. M. SIMKOVITSCH
WHITE TO PLAY AND DRAW



First Prize—
"Pravdi" 1927

A remarkable drawing maneuver! White draws by passing! One of the most original ideas I have ever seen!

- | | |
|----------|---------|
| 1 B—B7ch | K—Q2 |
| 2 B—K6ch | K—Q3 |
| 3 B—B4ch | K—B4 |
| 4 B—K3ch | K—Kt5 |
| 5 B—Q2ch | K—R6 |
| 6 K—Kt1! | Q x Kt! |

Vacating the square Kt2, so that if White begins checking again, the King will have a place of refuge!

- | | |
|----------|-------|
| 7 K—R1!! | |
|----------|-------|

White simply passes!

- | | |
|-------------|-------|
| 7 | Q—Kt2 |
| 8 K—Kt1!! | |

White passes again!

- | | |
|-------------|------|
| 8 | Q—R3 |
|-------------|------|

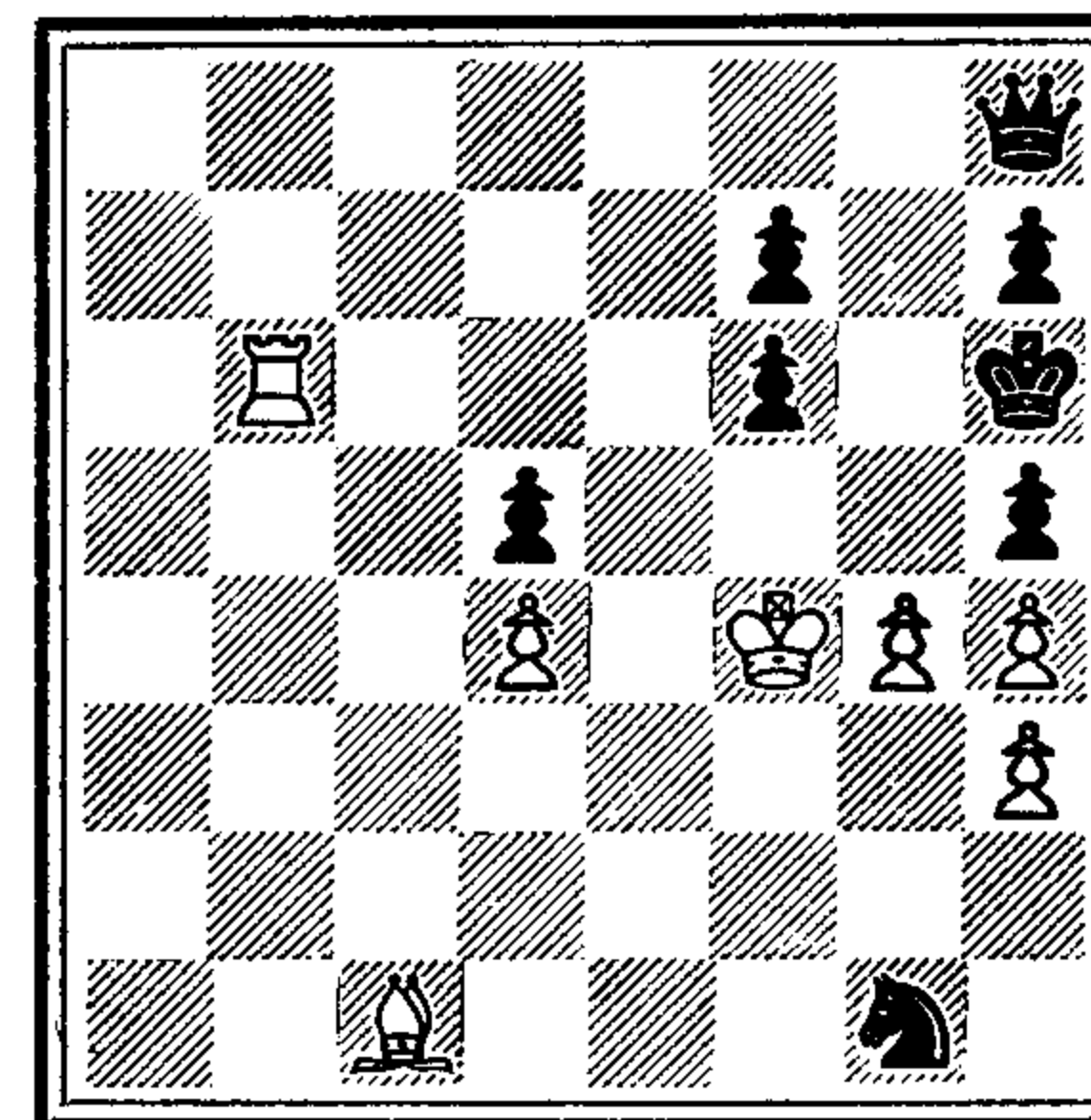
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|----------|-------|
| 9 K—R1!! | |
|----------|-------|

Once more White passes! The point is to move the King from R1 to Kt1 and back again as long as the Queen moves to White squares!! As soon as the Queen goes to a Black square, White begins to check, and the Queen is lost, or perpetual check forced! Note that 9 . . . P—Kt5 allows 10 B—B1 mate, and if Black moves the Bishop anywhere, White has a perpetual check!

Drawn

As Kashdan said: "I still don't believe it!"

A. S. GUREWITZ
WHITE TO PLAY AND DRAW



Fourth Prize—
"Molota" 1928

Who is stalemate?

First it's White, then Black, and then White—but you'd better see for yourself!

- | | |
|----------|-------|
| 1 K—B5ch | K—Kt2 |
| 2 B—R6ch | K x B |

Of course not 2 . . . K—Kt1,
3 R—Kt8 mate.

- | | |
|-----------|-------|
| 3 P—Kt5ch | K—Kt2 |
| 4 P x Pch | K—R3 |

Again, if 4 . . . K—B1, 5 R—Kt8 mate.

- | | |
|---------|-------|
| 5 R—Kt8 | |
|---------|-------|

Now, if 5 . . . Q x R, White is stalemate.

Black sees that he can try for a win by allowing White to cap-

ture his Queen, as the Rook will fall.

- | | |
|-------------|-----------|
| 5 | Kt—B6 |
| 6 R x Q | Kt x RPch |
| 7 K—B4 | Kt—Kt3ch |
| 8 K—B5 | Kt x R |

Black is now a piece ahead, but—
9 P—R4!

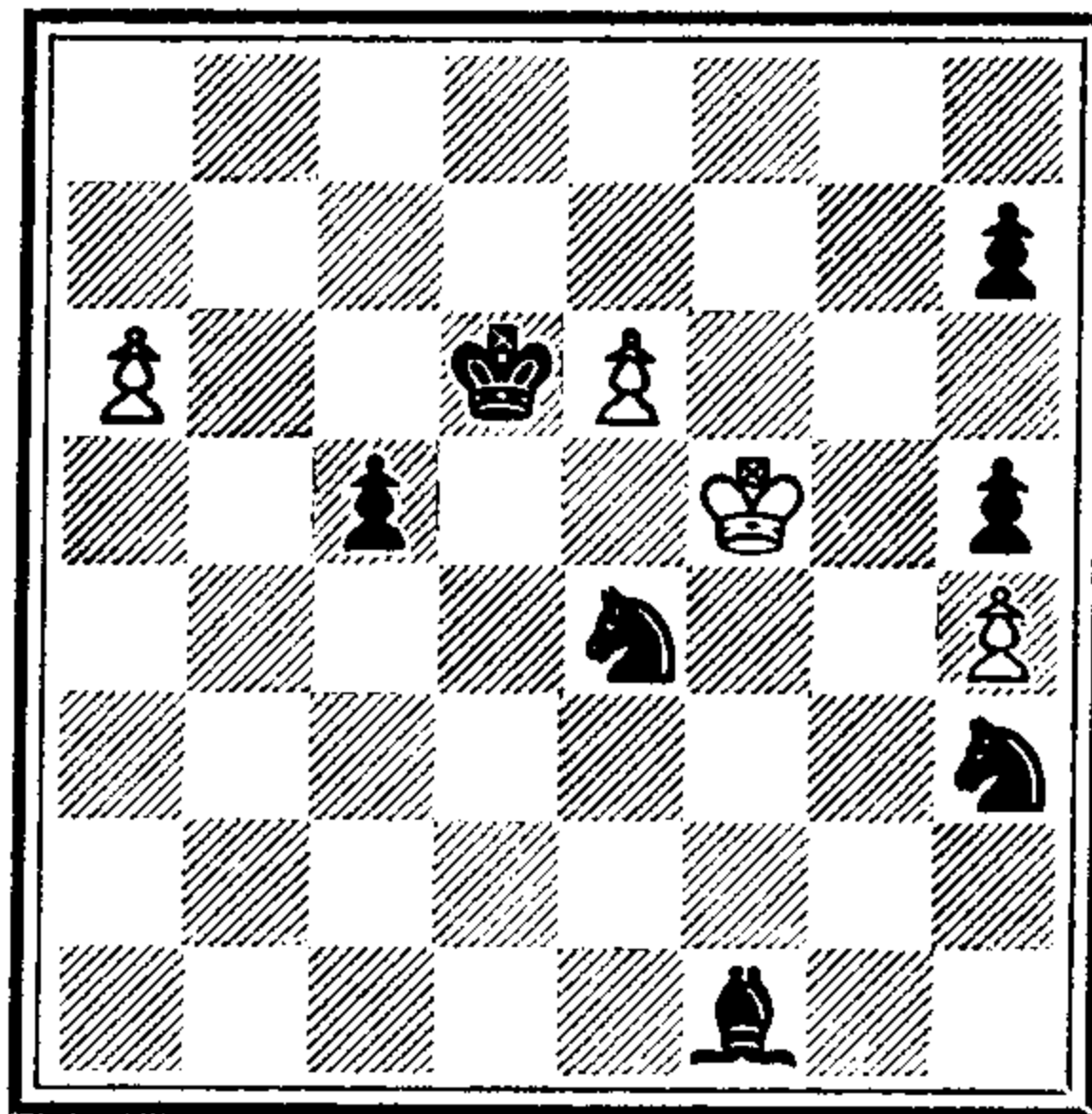
And now, Black has only one move left!

- | | |
|-------------|--------|
| 9 | Kt—Kt3 |
|-------------|--------|

And White has none!

Stalemate!

H. GININGER
WHITE TO PLAY AND DRAW



"Leipziger Tageblatt"
1931

Did the poet have this "perpetual stalemate merry-go-round" in mind when he wrote:

"And around, and around, and around they go, heel to heel, and toe to toe"?

An artistic study!

1 P—R7 B—Kt7
2 P—K7 K x P
3 P—R8(Q) Kt—Q3ch
4 K—K5!

As 4 B x Q leaves White stalemate!

4 Kt—B2ch
5 K—B5!

Again if 5 B x Q, stalemate.

5 Kt—R3ch
6 K—K5!

Once more, if 6 B x Q stalemate.

6 Kt—Kt5ch

7 K—B5!

Black still cannot capture!

7 Kt—K6ch

8 K—K5!

And not now, either!

8 Kt—B5ch

9 K—B5!

Black must be furious by this time!

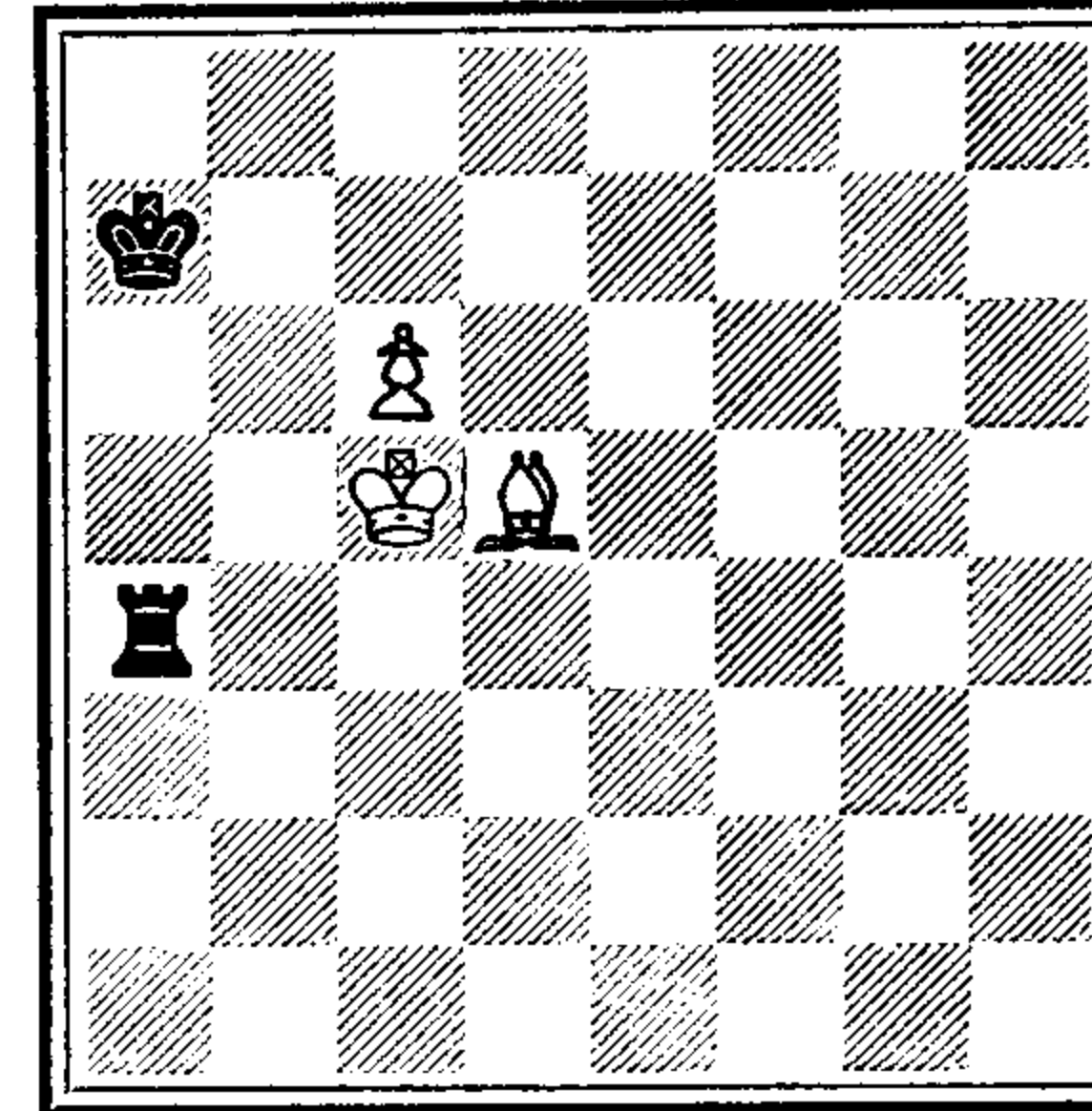
9 Kt—Q3ch

10 K—K5!

Drawn.

White might ask "Shall we go around again?"

L. EHRLICH
WHITE TO PLAY AND WIN



"Wiener Schachzeitung"
1928

A masterpiece of beauty and finesse!

The apparent simplicity of the position serves but to hide the subtle snares which are concealed within!

1 P—B7! R—R4ch!!

White must choose one of five squares for his next move. Only one is the right square! Going to any of the other four allows a draw!

If 2 K—Q6, R x Bch, 3 K x R, K—Kt2, 4 K—Q6, K—B1, 5 K—B6 stalemate!

If 2 K—Q4, R x Bch, 3 K x R, K—Kt2, 4 K—Q6, K—B1, 5 K—B6 stalemate!

If 2 K—B6, R x B (Now if 3 K x B, Black draws as above) 3 P—B8(Q), R—B5ch! 4 K x R stalemate!

If 2 K—Kt4, R—Kt5ch! (Of course 3 K x R stalemates Black) 3 K—B5, R—Kt1! 4 B—K6, R—QB1, 5 B x R, K—Kt3 followed by 6 K x P draws.

The only move to win is—

2 K—B4! R—R8

Threatening, if 3 P—B8(Q), R—B8ch, winning the Queen.

3 B—B6! R—B8ch

Now if 4 K—Kt5 (to protect the Bishop) R—Kt8ch, 5 K—B5, R—Kt1! draws, as with the loss of the Pawn, White cannot win.

4 K—Q5 R—Q8ch

Again, White has to be careful! If 5 K—K4, R—K8ch, 6 K—B3, R—K1, 7 B x R, K—Kt2 draws.

5 K—K6 R—K8ch

6 K—B7 R—B8ch

7 K—Kt7 R—Kt8ch

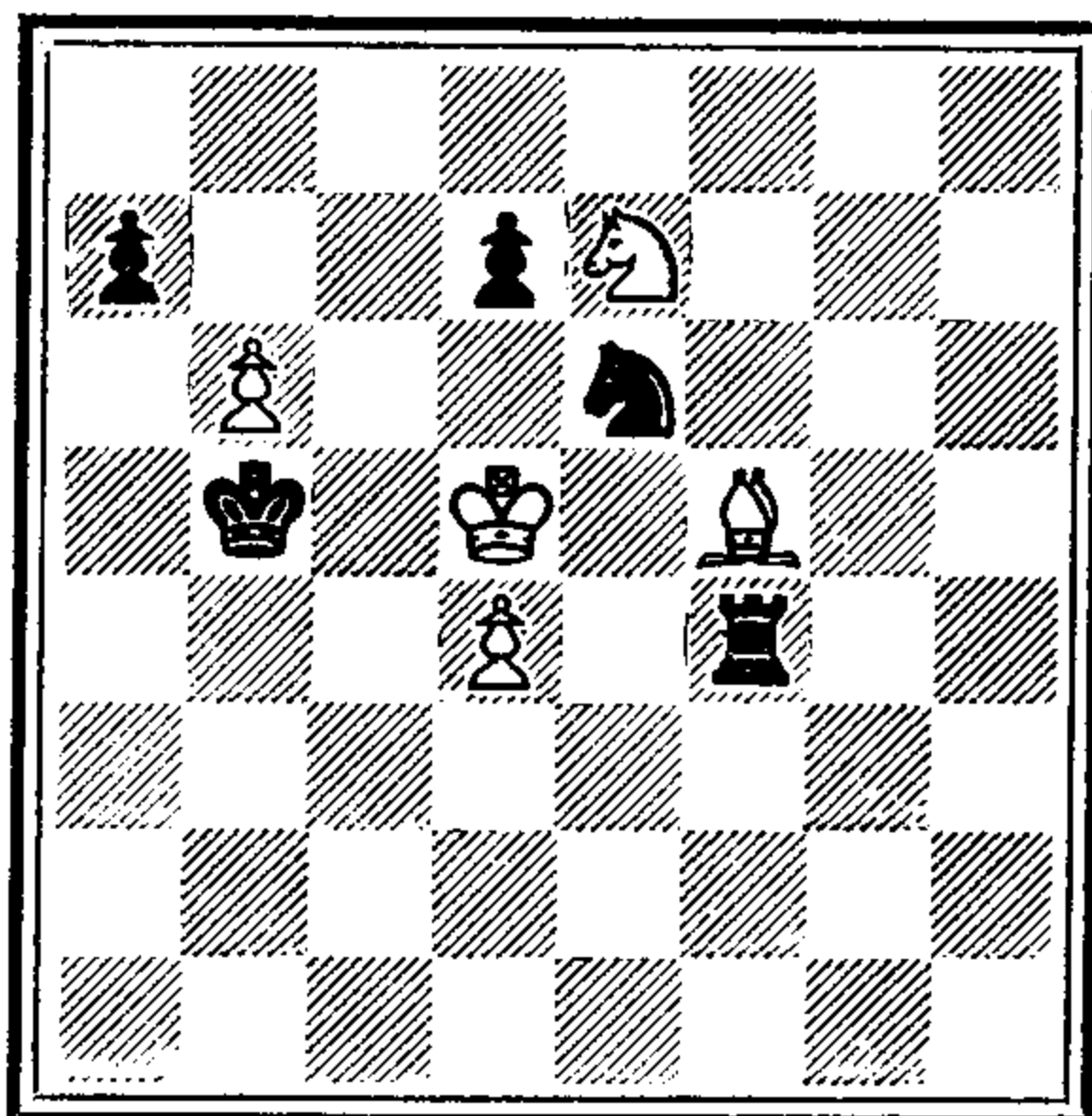
A last pitfall! If White plays 8 K—R8, R—Kt8! 9 P—B8(Q), R—Kt1 pins the Queen and draws. Against any other ninth move of White, Black still plays 9 R—Kt1 and draws!

8 K—R7!!

And wins.

Black cannot stop the Queening ceremony!

A. A. TROITZKY
WHITE TO PLAY AND WIN



"Deutsche Schachzeitung"
1909

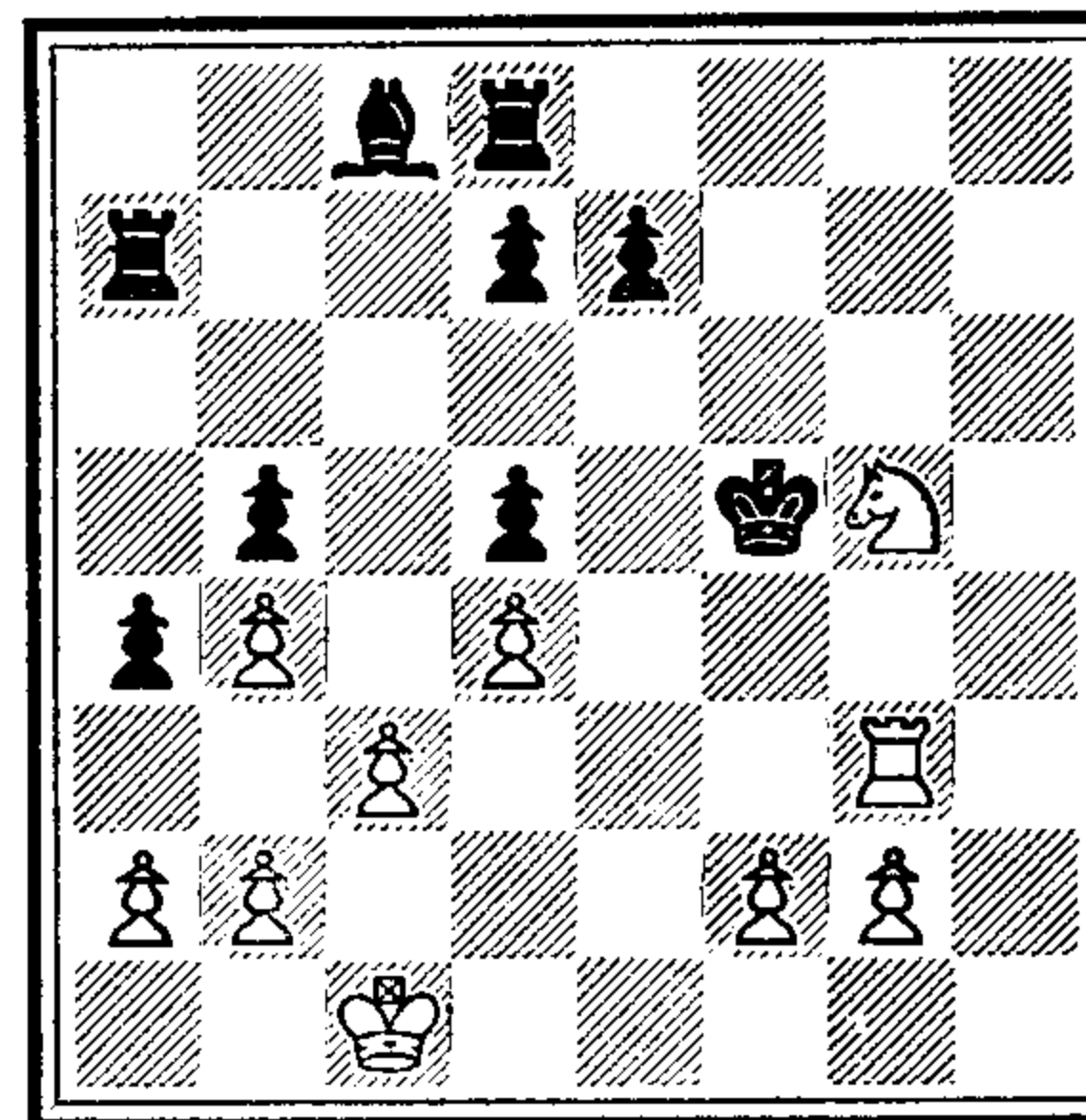
A sharp and fierce struggle takes place before the entertaining finish!

A simpler setting of this composition appears in S. S. Van Dine's excellent detective novel "The Bishop Murder Case."

1 P—Kt7 Kt—B2ch
Now if White replies 2 K—K5,
R x Bch, followed by 3 . . . Kt—
R3 stops the Pawn.
2 K—Q6 Kt—R3
3 B—Q3ch
Should Black reply 3 . . . K—
R4, then 4 B x Kt, R x Pch, 5
Kt—Q5, and the Pawn goes on
to Queen.
3 K—Kt3!

4 B x Kt R x Pch
5 Kt—Q5ch! R x Ktch
6 K x R K—B2
How is White to force a win?
If 7 K—B5, K—Kt1, 8 K—Q6,
stalemate!
7 P—Kt8 (Q) ch!
An unexpected sacrifice!
7 K x Q
8 K—Q6 K—R1
9 K—B7 P—Q4
10 B—Kt7 mate.

F. M. SIMKOVITSCH
WHITE TO PLAY AND DRAW



"Italia Schachistika"
1924

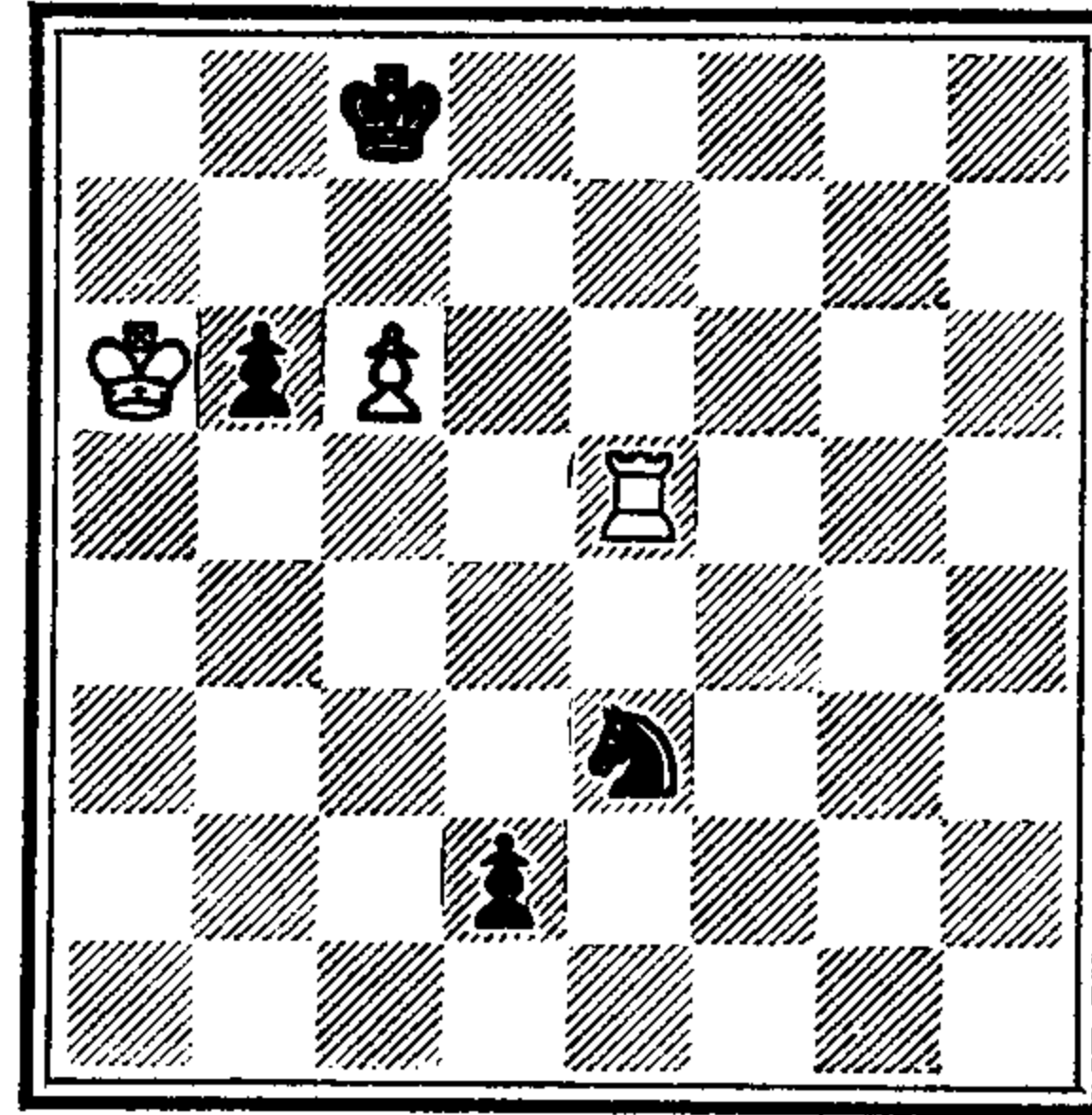
As ingenious as any of the endings of Simkovitsch! White is a Rook behind, but draws by sacrificing the Knight, exchanging Rooks and leaving himself with a lone King against King, Rook and Bishop!

That Black cannot force a break-through seems unbelievable!

1 Kt—B7
If 1 R—B1, 2 R—B3ch,
K—Kt3, 3 Kt—K5ch, K—Kt2,
4 R—Kt3ch, and Black cannot
escape perpetual check by the
Rook.
1 R—K1
2 Kt—Q6ch! P x Kt
3 R—B3ch K—Kt3
4 R—Kt3ch K—B2
5 R—B3ch K—K2
6 R—K3ch K—Q1
7 R x Rch! K x R
8 P—R3! B—Kt2
9 K—Q1 K—B2

10 K—K1 R—R1
11 K—B1 R—R1
12 K—Kt1 R—K1
13 K—B1 K—B3
Black tries a different way of
forcing an entrance.
14 P—KKt3 K—B4
15 P—B3 R—K6
16 K—B2!
The Rook must retreat, as 16 . . .
R—Q6, 17 K—K2 and the Rook
is trapped!
16 R—K1
17 K—B1
Drawn.

K. A. L. KUBBEL
WHITE TO PLAY AND DRAW

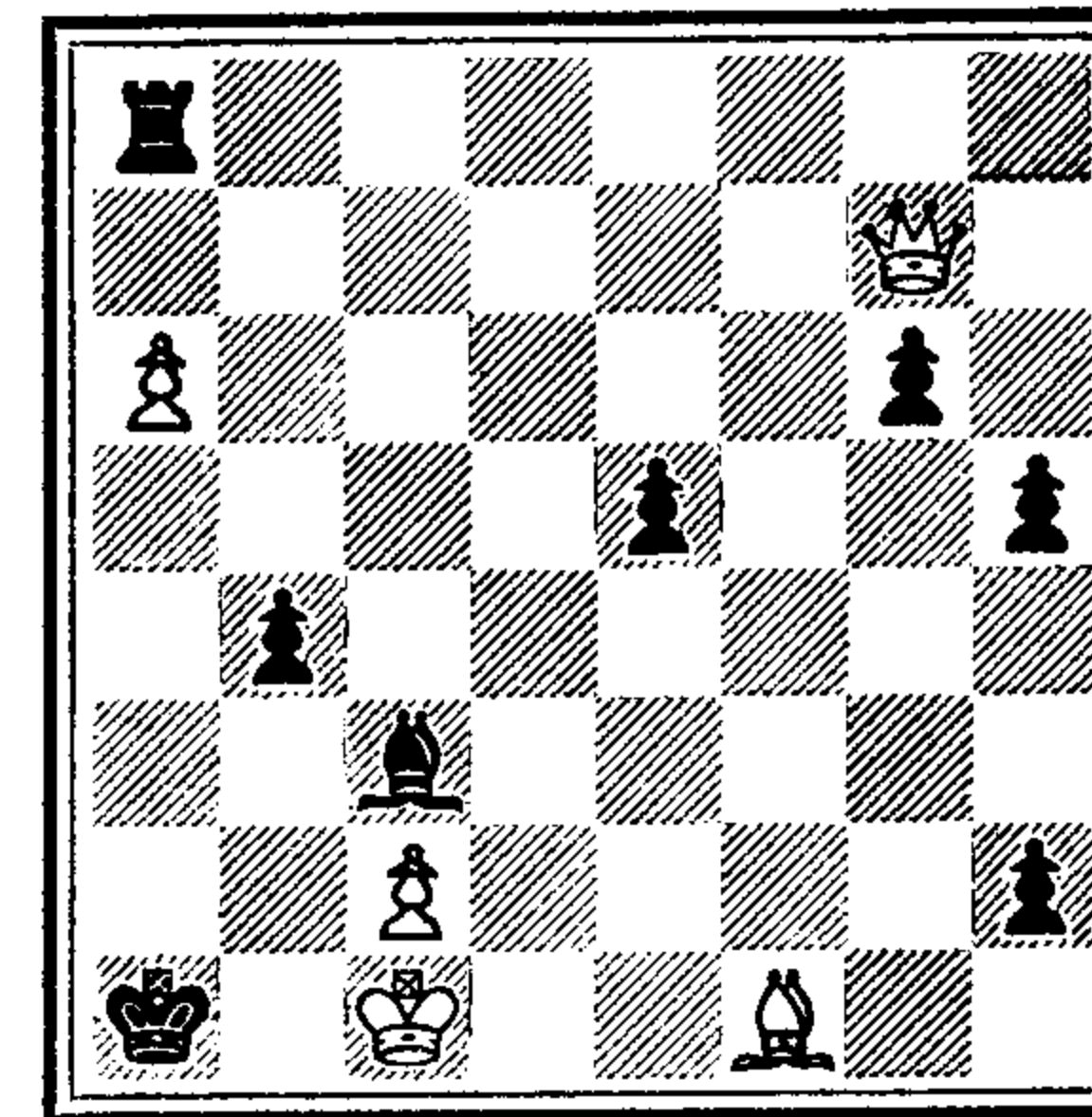


"Schachmatny Listok"
1922

Two masterpieces in one setting!
After White's brilliant second move, Black has two excellent lines of play, against either of which White draws beautifully!

1 K—Kt5	Q5ch, Q x R stalemate!
So that if 1 P—Q8 (Q),	2 P—Q8 (Q)	
2 R—K8ch, K—B2, 3 R—K7ch,	3 P—B7ch
with perpetual check unless	Now, if 3 K—B1, 4 R—	
Black moves K—Q1 or K—Q3,	K8ch, K—Q2, 5 R—Q8ch,	wins.
whereupon R—Q7ch, wins the		
Queen and draws.		
1 K—Q1	3 K—Q2	
2 K x P!!	4 R—K7ch K x R	
Allowing Black two powerful	5 P—B8 (Q) Kt—Q4ch	
moves! If 2 Kt—B5ch, 3	6 K—R6 Q—R5ch	
K—Kt7, Kt—Q3ch, 4 K—Kt8,	7 K—Kt7 Q—Kt4ch	
P—Q8 (Q), 5 P—B7ch, K—Q2,	8 K—R7 Q—Kt3ch	
6 P—B8 (Q) ch, Kt x Q, 7 R—	9 K—R8 Kt—B2ch	
	10 Q x Ktch Q x Q	
	Stalemate!	

V. A. KOROLIKOV
WHITE TO PLAY AND WIN



I-II Prize—
"Chess in U.S.S.R."
1934

Clever attack and counter-attack feature this ending, not the least entertaining part being the up-hill zig-zag climb of the White Bishop!

The solution is sprinkled with surprise moves!

White has things to worry about!
For instance 1 P—R8 (Q),
or 1 R—Q1 followed by 2
. . . . B—Kt7 mate.

1 Q—Kt7!	P—K5!
Again threatening to Queen.	
2 Q x KP	R—K1
Not 2 R—Q1, 3 B—Q3.	
Now, however, if the Queen	
moves along the diagonal (to	
stop the Rook Pawn) Black	
plays R—K8 mate.	
3 P—R7!
So that if 3 R x Q, 4 P—	
R8 (Q) mate.	

3 P—R8 (Q)
4 P—R8 (Q) ch R x Q
5 Q x Q R—K1

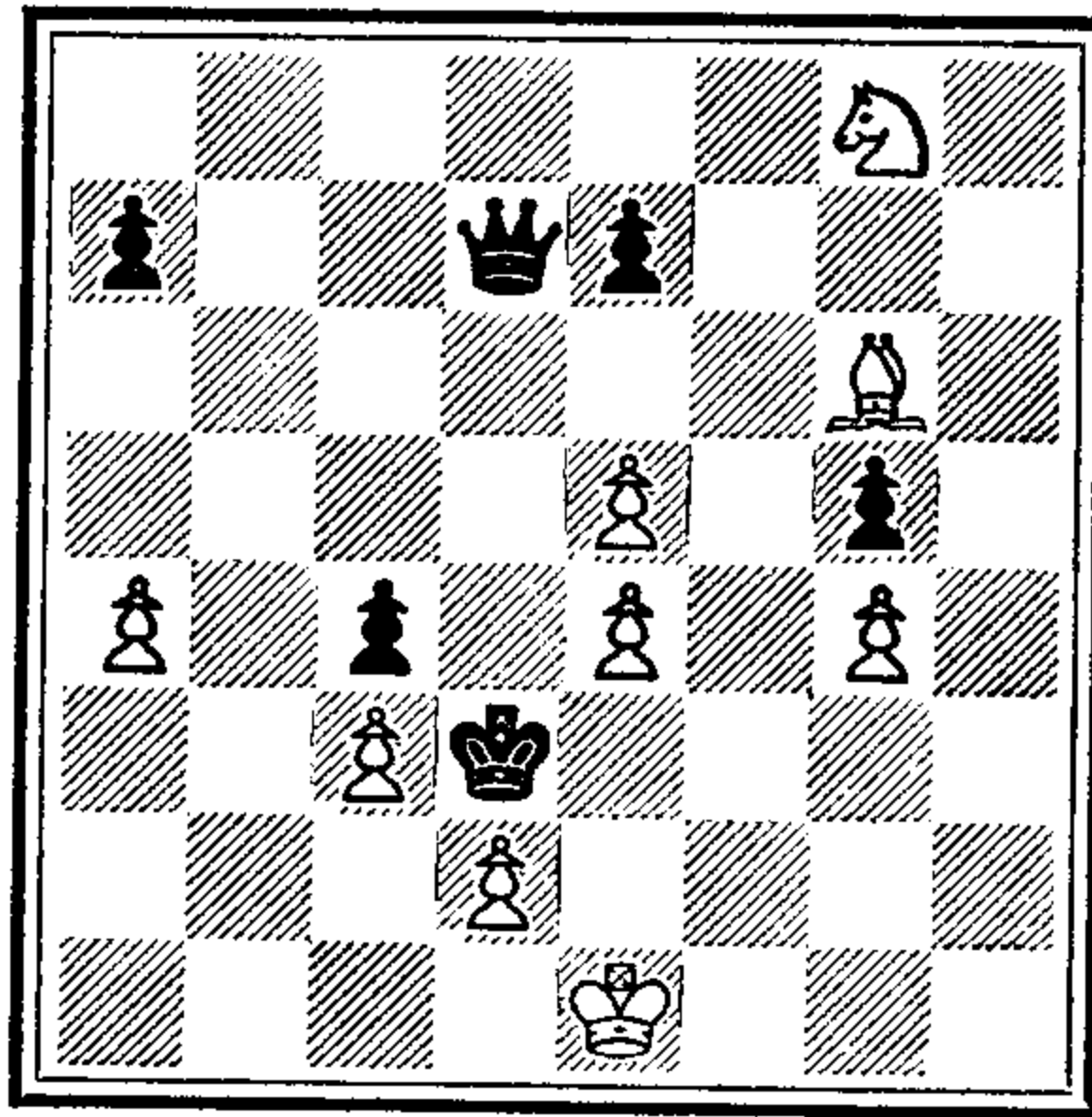
Again threatening mate.

6 B—K2!
Black cannot capture the Bishop,	
as Q—R8 mate would follow, so	
he threatens a different mate.	

6 R—Q1
7 B—Q3! R—K1
8 B—K4! R—Q1
9 B—Q5! R—K1
10 B—K6! R—Q1
11 B—Q7!

And wins, as Black's threats are exhausted!

K. A. L. KUBBEL
WHITE TO PLAY AND WIN

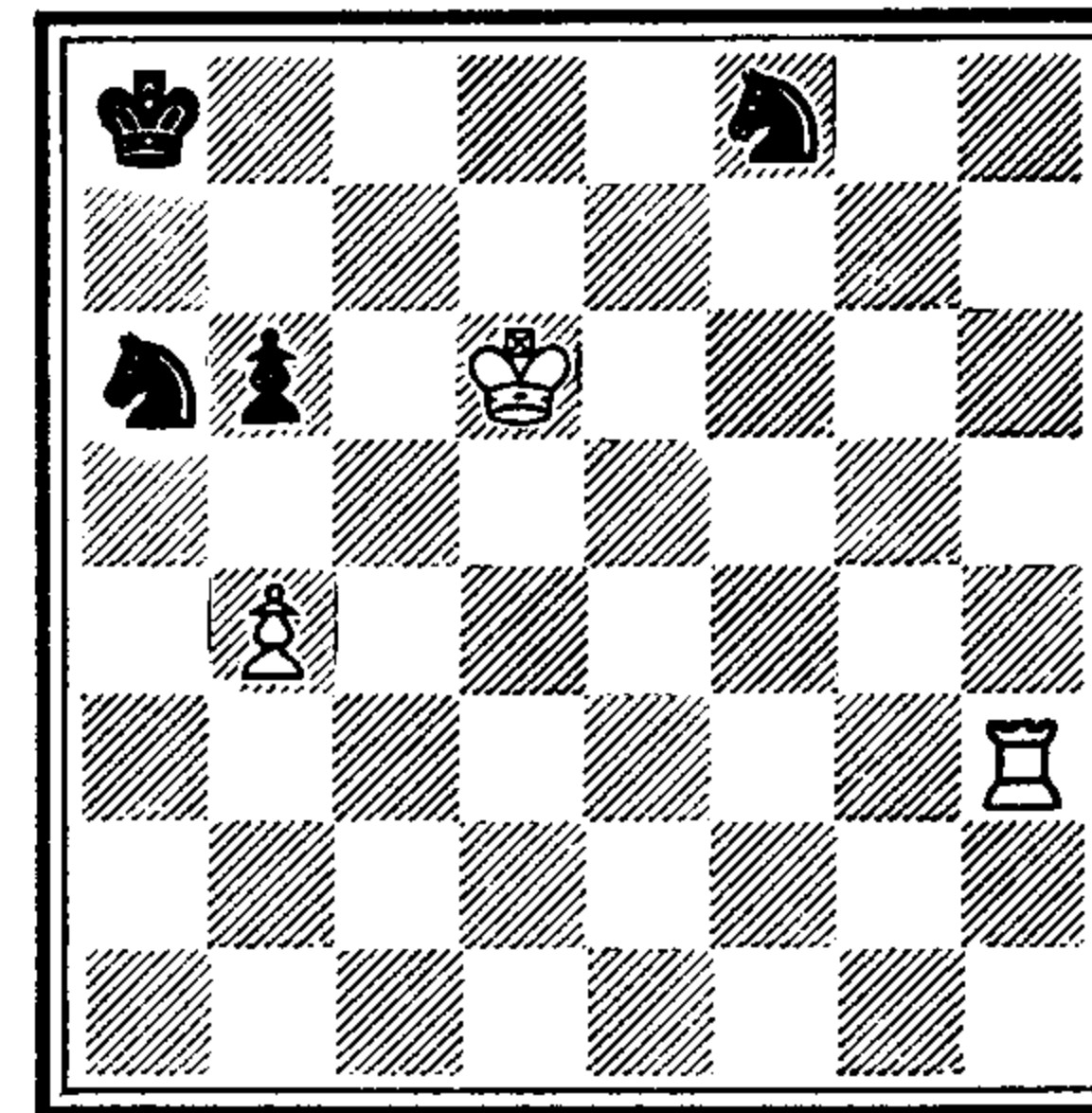


"Izvestia W.Z.I.K."
1924

Perfect co-operation by the White Knight and Bishop brings about a "zugswang" position! The White King assists with some quiet moves that are highly important!

1 P—K6	5	P—K4
Threatens 2 P—K5 mate.		Now Black threatens 6 . . . Q x Kt.	
1	Q x KP	6 Kt—B6
2 B-B5	Q-K4	A new threat—7 Kt—Kt4 mate!	
The Pawn must be blocked!		6	P—R4
3 K—Q1	7 KtxPch!!	Q x Kt
To keep the Black King out of B7.		8 B—B5!	Q x KP!
3	P—K3	The best chance. White could spoil things by hasty play, such as 9 B x Qch.	
Of course, the Queen dare not move.		9 K—B1!!	Q x B
4 B—Kt6	Q—Kt2!	10 P x Q	P—Kt5
5 Kt—K7!	11 K—Q1!	
If 5 . . . Q x Kt, 6 P—K5 mate,		And wins, as the Black Pawn is stopped!	

M. S. LIBIURKIN
WHITE TO PLAY AND WIN



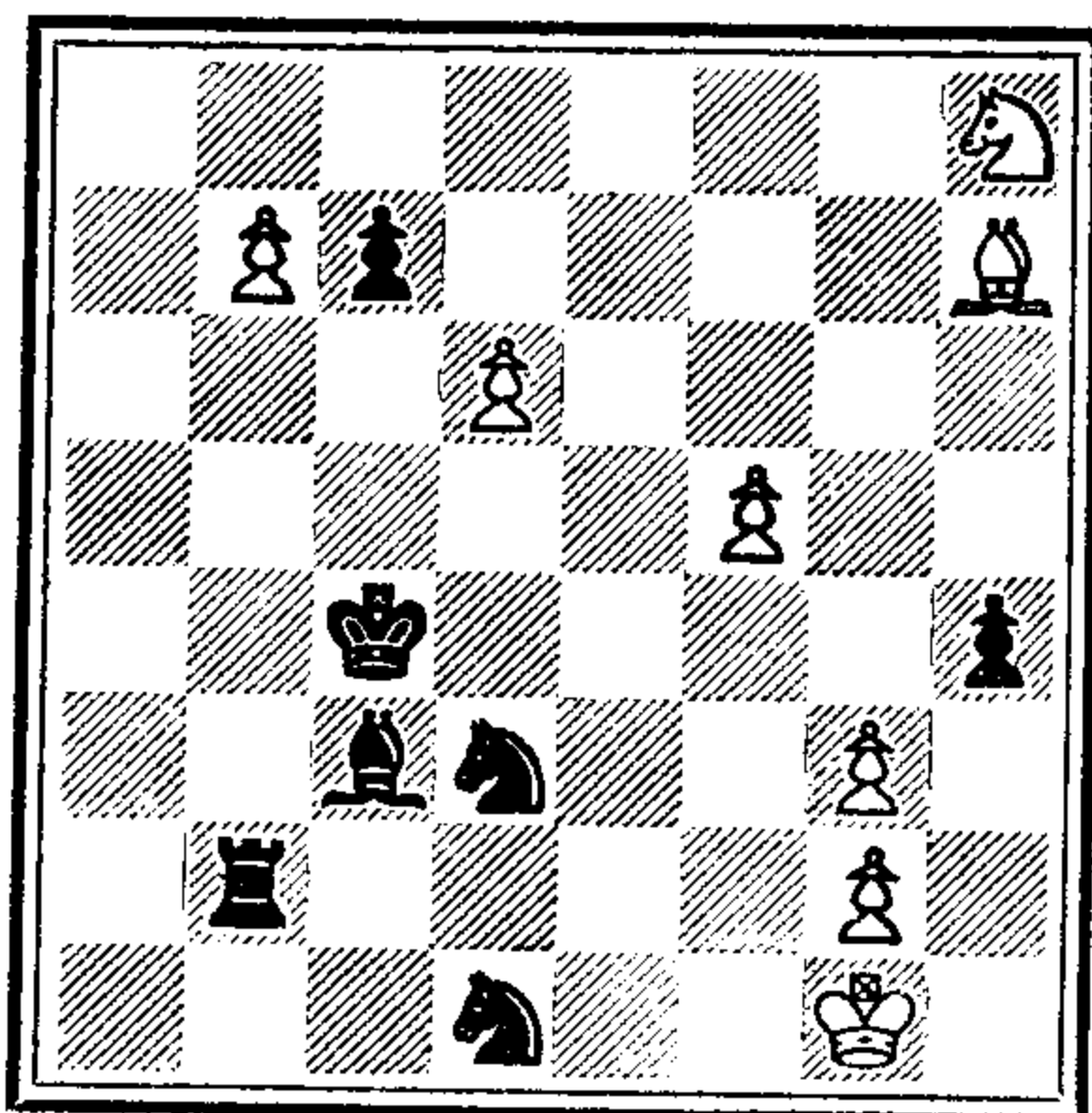
"Chess in U.S.S.R."
1934

The theme occurred in a "lightning" game played between Dr. Lasker and Capablanca in 1914.

Libiurkin provides a brilliant orchestration!

1 P—Kt5	Kt—Kt1	6 K—Q7!
2 R—R8!	Kt(B1)—Q2	If Black replies 6 . . . K x R,	
3 K—B7	K—R2	7 K x Kt and White wins.	
4 R—K8!	6	Kt—B2!
Not 4 R—Q8, Kt—B4, 5 R x Kt, Kt—K3ch, 6 K—B8, Kt—B4, and White cannot get his Rook out!		Black hopes for 7 K x Kt, stalemate. But White has a beautiful rejoinder!	
After the text, if Black plays 4 . . . Kt—B4, White wins by 5 R—K7, Kt—R5, 6 K—B8ch, K—R1, 7 R—QKt7.		7 R—QR8ch!!
4	Kt—KB3!	Now, if 7 . . . K x R, 8 K x Kt wins, or if 7 . . . K—Kt2, 8 R—R7ch! K x R, 9 K x Kt and wins.	
5 R x Kt	Kt—K1ch!	7	Kt x R
So that, if 6 R x Kt, stalemate.		8 K—B8!	
		And wins.	

A. O. HERBSTMANN
WHITE TO PLAY AND DRAW



I-II Prize—
"Magyar Sakkvilag"
1927

A stalemate idea bordering on the fantastic!

White's pieces are scattered all over the board and the modus operandi for rendering them helpless is extremely subtle, including as it does the march of the White King to Rook seven!

1 B—Kt8ch. K—B4!
Not King to the Knight file, as White Queens with a check, nor 1 . . . K—Q5, as he needs that square for the Bishop.

2 QP x P B—Q5ch
Black must begin checking, as otherwise the two White Pawns on the seventh rank would win.

3 K—R2
Not, of course 3 K—B1, Kt—K6ch, 4 K—Kt1, R x Pch, 5 K—R1, Kt—B7 mate.

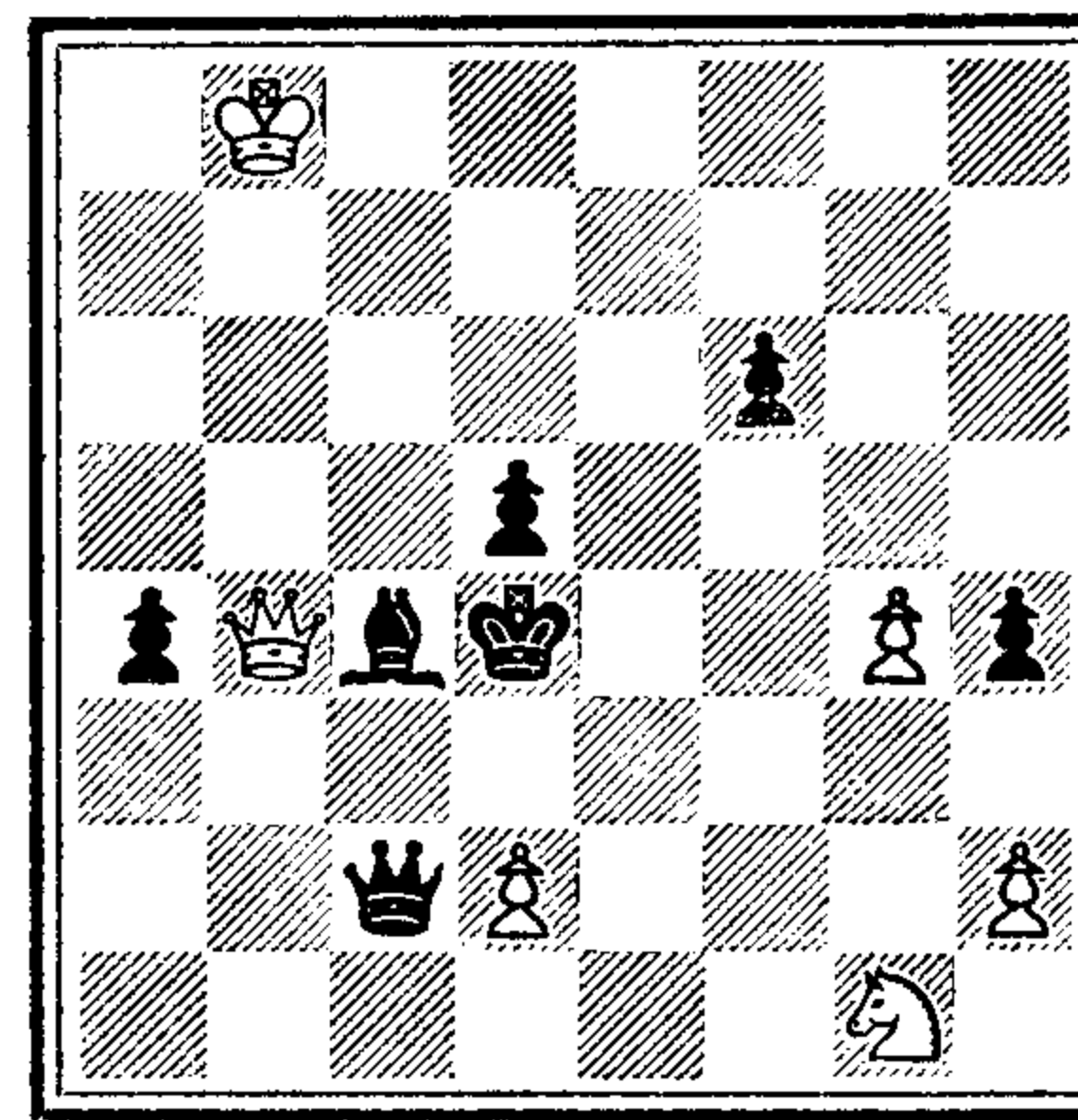
Nor 3 K—R1, Kt(Q8)—B7ch, 4 K—R2, P x Pch, 5 K x P, B—K4ch, followed by 6 . . . B x P and Black wins.

3 P x Pch
4 K—R3! Kt(Q8)—B7ch
5 K—R4 B—B3ch
6 K—R5 Kt—B5ch
7 K—R6 Kt—Kt5ch
8 K—R7 R x P(Kt7)

Pins the dangerous Pawn!
9 Kt—B7!

Unpins the Pawn!
9 R x P
Stalemate!

A. A. TROITZKY
WHITE TO PLAY AND WIN



"Deutsche Schachzeitung"
1910

Masterly combination play forces the win of the Black Queen!

The White King takes a hand in the proceedings with two "quiet" but highly forceful moves!

1 Q—Kt6ch K—K4
Not 1 . . . K—Q6(or K5) 2 Q—K3 mate.

2 Q—B7ch
Black cannot return to Q5 as 3 Kt—B3ch, K—K5, 4 Q—R7ch, wins the Queen.

2 K—K3
3 Kt—B3
Threatening 4 Kt—Q4 mate.

3 Q—Kt6ch
4 K—B8!

Black must now capture the Knight, to avoid 5 Kt—Q4 mate, as well as 5 Q—Q7 mate.

4 Q x Kt

5 K—Q8!
A "quiet" move! White threatens 6 Q—K7 mate! Black cannot make room for his King with 5 . . . P—Q5, as 6 Q—K7ch, K—Q4, 7 Q—Kt7ch, wins his Queen.

5 Q—QR6!
6 Q—Q7ch K—K4
7 Q—B5ch K—Q5
8 Q x BPch K—K5
9 Q—B5ch K—Q5
10 Q—B4ch!

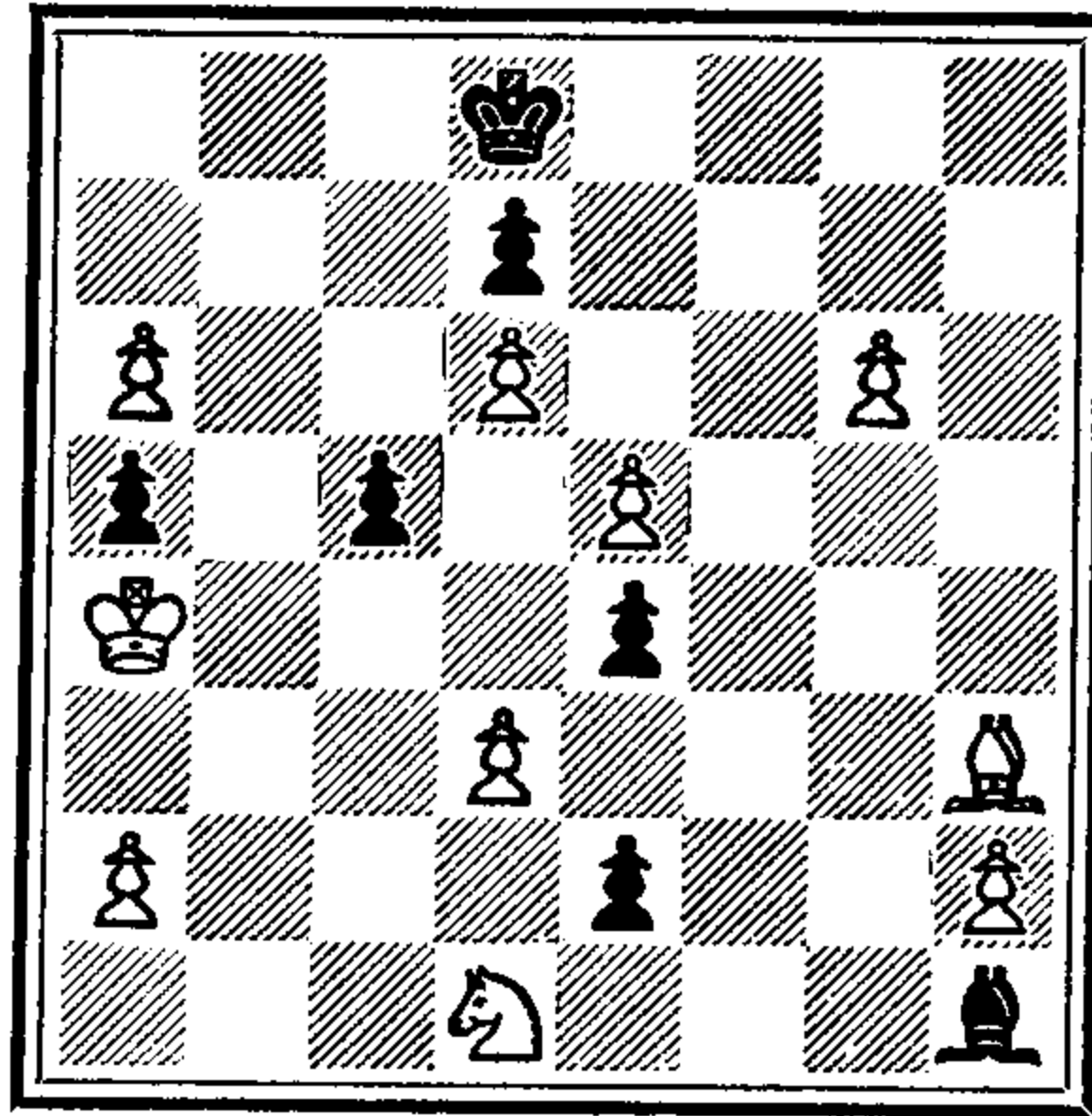
If Black moves 10 . . . K—B4, 11 Q—B8ch, wins the Queen on the diagonal!

10 K—Q6
11 Q—K3ch

Winning the Queen on the rank!

A. A. TROITZKY
WHITE TO PLAY AND WIN

"Magyar Sakkvilag"
1935



The Nowotny theme consists of placing a White piece on a square where it interferes with two Black pieces whose lines of operation cross at that square.

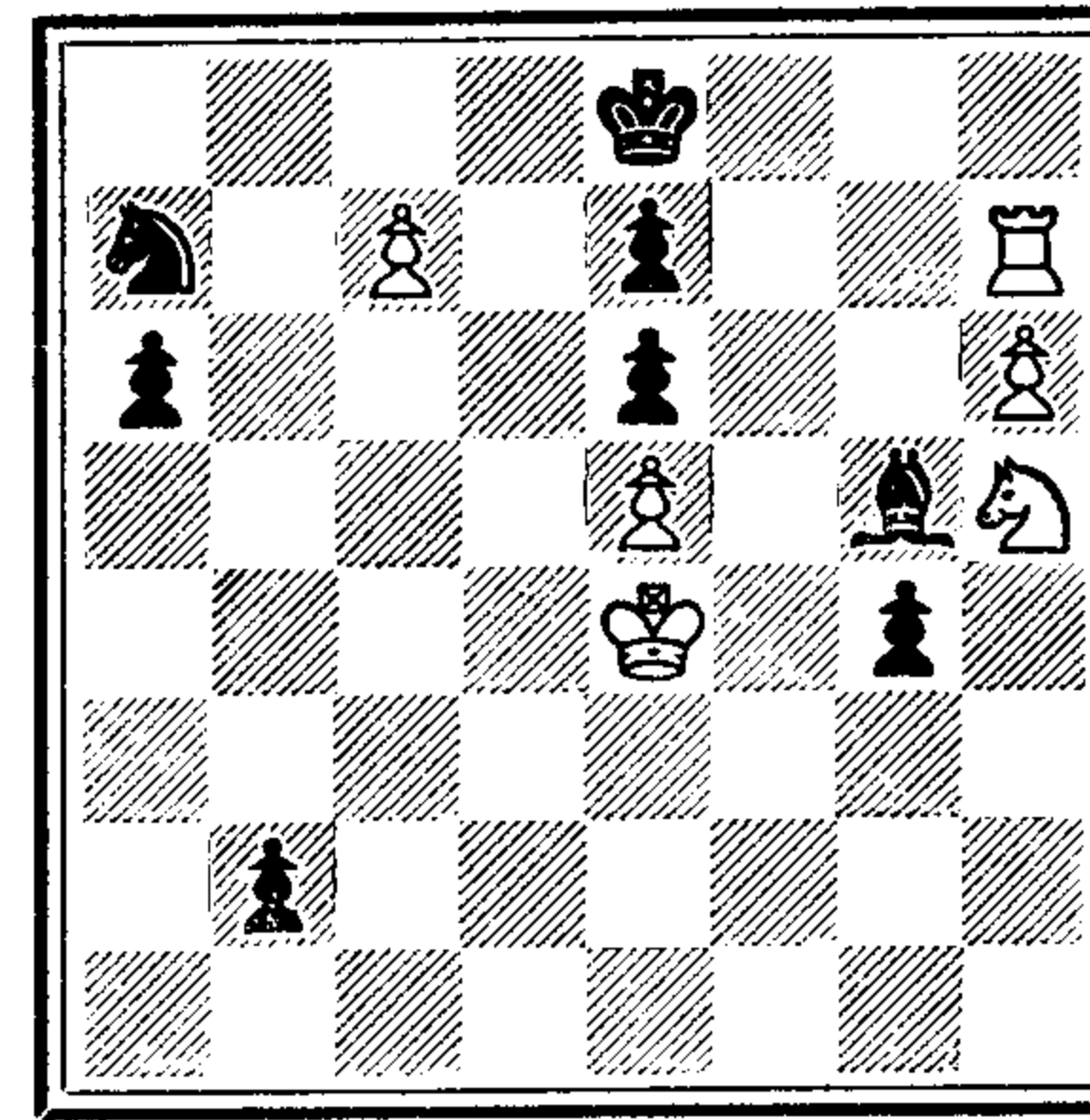
The famous 77 year old composer Troitzky produces a masterpiece of ingenuity — a remarkable double Nowotny!!

1 Kt—B3 P—K8(Q)
2 P—Kt7 Q—KKt8
Forced, as White threatened 3
P—Kt8(Q) mate.
3 P—R7 P x P
4 B—Kt2!
So that if 4 Q x B, 5 P—
R8(Q)ch, Q x Q, 6 P—Kt8(Q)
mate. Or, if 4 B x B, 5
P—Kt8(Q) mate.
4 Q—Q5ch
5 K—Kt5 Q—Kt5ch
6 K—R6 Q—B5ch

7 K—Kt6 B x B
Now Black's Queen guards one
Queening square, and the Bishop
watches the other one.
But—
8 Kt—Q5!!
If Black replies 8 Q x Kt,
9 P—R8(Q)ch, Q x Q, 10 P—
Kt8(Q) mate.
8 B x Kt
9 P—Kt8(Q)ch B x Q
10 P—R8(Q) mate.

H. MATTISON
WHITE TO PLAY AND DRAW

II Prize—
"Schweizerische
Schachzeitung" 1924



Had Mattison composed nothing else but this beauty, his fame would have been secure, as it is undoubtedly a masterpiece!

Black's immediate threat is 1 . . .
P—Kt8(Q)ch.

1 R—R8ch
Should Black move 1 K—
Q2, White plays 2 R—QKt8,
Kt—Kt4, 3 P—B8(Q)ch, and
wins.

1 K—B2
2 R—QKt8 Kt—Kt4
To cut off the Rook. White cannot
play 3 P—B8(Q) as Black
replies 3 P—Kt8(Q) mat-
ing on the move!

Or, if White tries 3 R x Kt, P x
R, 4 P—B8(Q), then Black
wins by 4 P—Kt8(Q)ch,
5 K—Q4, Q—Kt5ch, 6 K—Q3,
Q—Q7ch, 7 K—K4, Q—K6
mate.

3 R—B8ch!
Now 3 K x R loses by 4
P—B8(Q)ch, K—B2, 5 Q—
B2, P—Kt8(Q), 6 Q x Q Kt—
B6ch, 7 K—Q3, Kt x Q, 8 P—
R7.

3 K—Kt3!

Tempting is 4 R—B1, but it
loses as follows: 4 R—B1, B—
B8, 5 Kt—B4ch, K—R2, 6
Kt—Q3, P—Kt8(Q), 7 P—
B8(Q), Kt—B6ch!, 8 Q x Kt,
Q—Kt2ch, 9 K—Q4, Q—Q4
mate.

4 Kt—B4ch! K—R2
5 R—R8ch! K x R
6 P—B8(Q)ch K—R2
7 Q—B2!

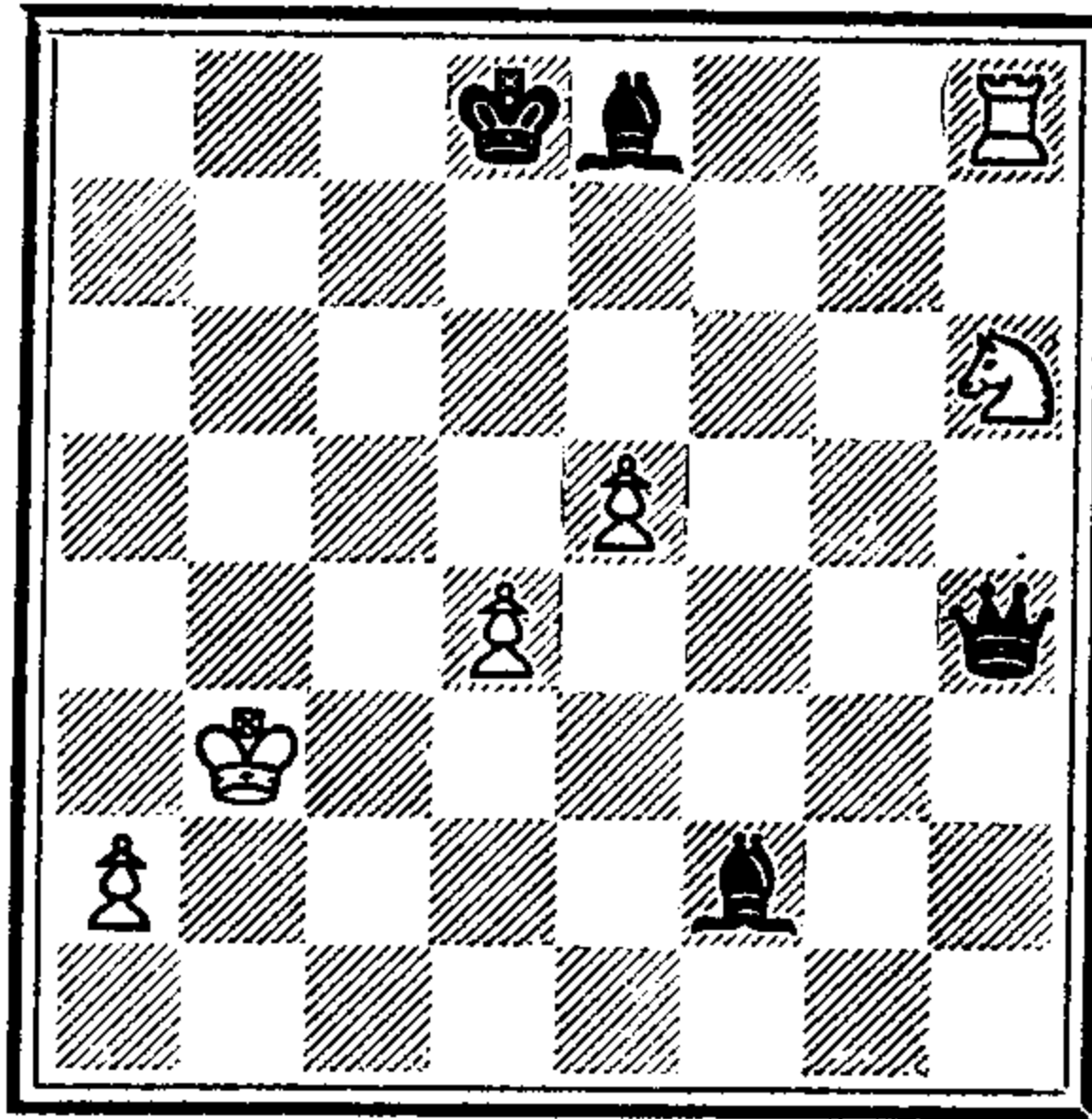
Threatens 8 Q x P as well as
8 K—K3 discovered check.

7 P—Kt8(Q)
After 8 Q x Q, Kt—B6ch, fol-
lowed by 9 Kt x Q and
Black wins.

8 K—K3ch!! Q x Q
Stalemate!

Had Black at his seventh move
played P—Kt8(B) pinning the
Queen and avoiding the above
stalemate, then 8 Kt—Q3! unpins
the Queen, and if then 8
B x Q, White is again stalemated
beautifully!!

T. B. GORGIEV
WHITE TO PLAY AND DRAW



"64" 1928

Gorgiev provides another enjoyable treat with this artistic conception!

White's only chance to draw is to win the Queen, but in doing so, he is forced to allow his Rook to be pinned! It looks hopeless then, but a quiet little Pawn saves the day!

1 Kt—B7ch

The Bishop being pinned cannot capture. If Black moves 1 K—Q2, 2 P—K6ch, K x P, 3 R x Q, B x R, 4 Kt—K5 draws.

1 K—K2!
2 R x Q B x Ktch!

With one Bishop checking, and the other attacking the Rook, it looks bad for White!

3 P—K6! B x Pch
4 P—Q5! B x Pch
5 R—QB4 B—K8!

This stops the King from moving to B3 or Kt4, and as the Rook is pinned, White has only Pawn moves.

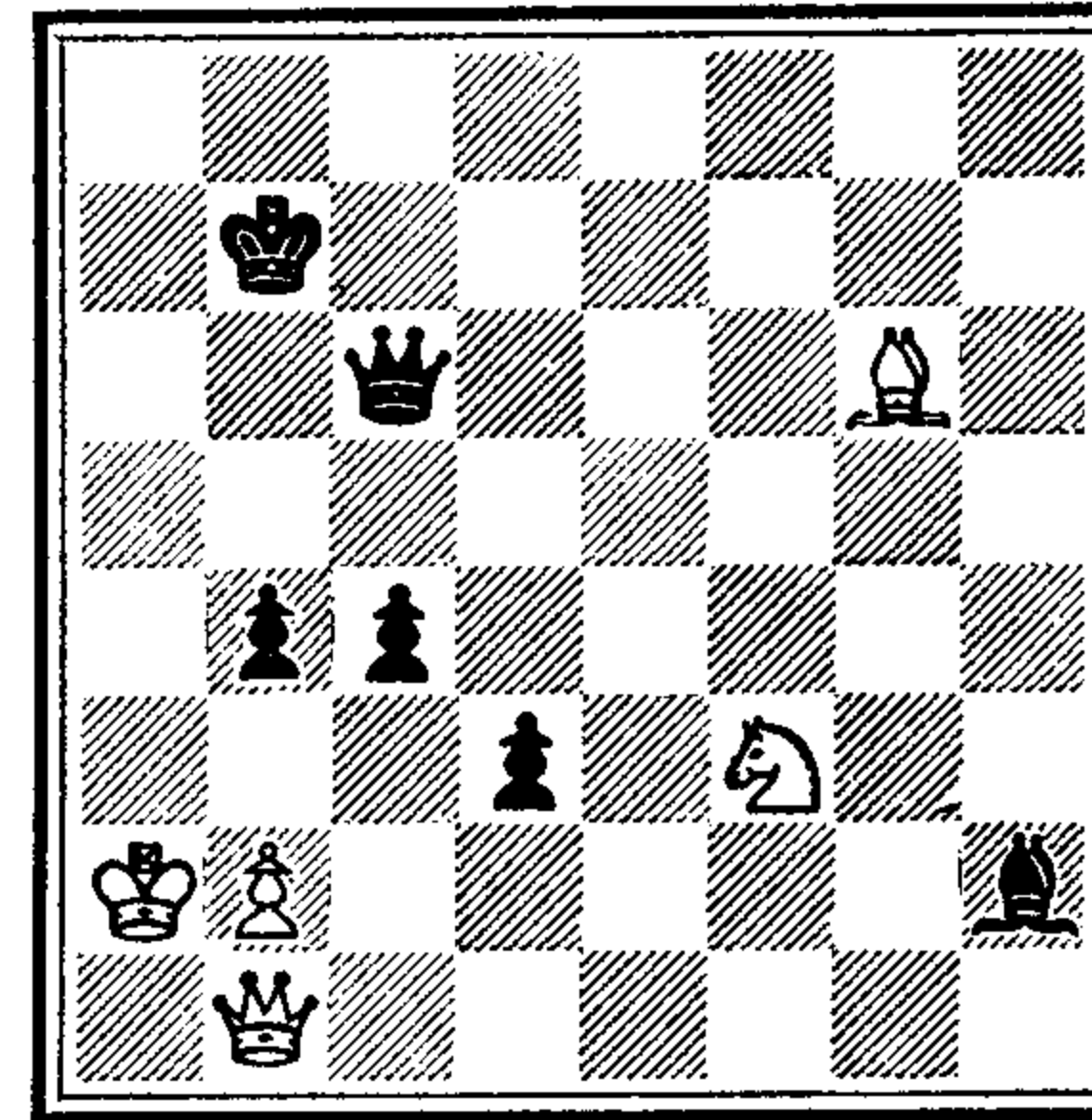
If 6 P—R4, B—R4 and Black wins, but—

6 P—R3!! B—K3
7 K—R4!

The luckless Rook is abandoned, but the rules of Chess allow salvation to the King!

7 B x R
Stalemate!

M. S. LIBIURKIN
WHITE TO PLAY AND DRAW



"Chess in U.S.S.R."
1940

The well of Libiurkin's originality never seems to run dry!

The play on both sides is highly ingenious, with White extracting a stalemate from a seemingly hopeless situation; Black lifts the stalemate, but White finds another way to force it!

Black threatens 1 Q—R5 mate, as well as 1 Q x Kt and 1 Q x B.

1 Q—KR1 P—Q7

Now the threat is 2 Q—R5ch, 3 K—Kt1, P—R8(Q)ch.

2 Kt x P!

If Black replies 2 Q x Q, 3 B—K4ch, regains the Queen.

2 P—Kt6ch

So that if 3 K—R3, B—Q3 mate, and if 3 K—R1 (or Kt1) Q x Qch wins.

3 Kt x P!!

If Black captures the Queen, then 4 B—K4ch, Q x B, 5 Kt—B5ch, followed by 6 Kt x Q.

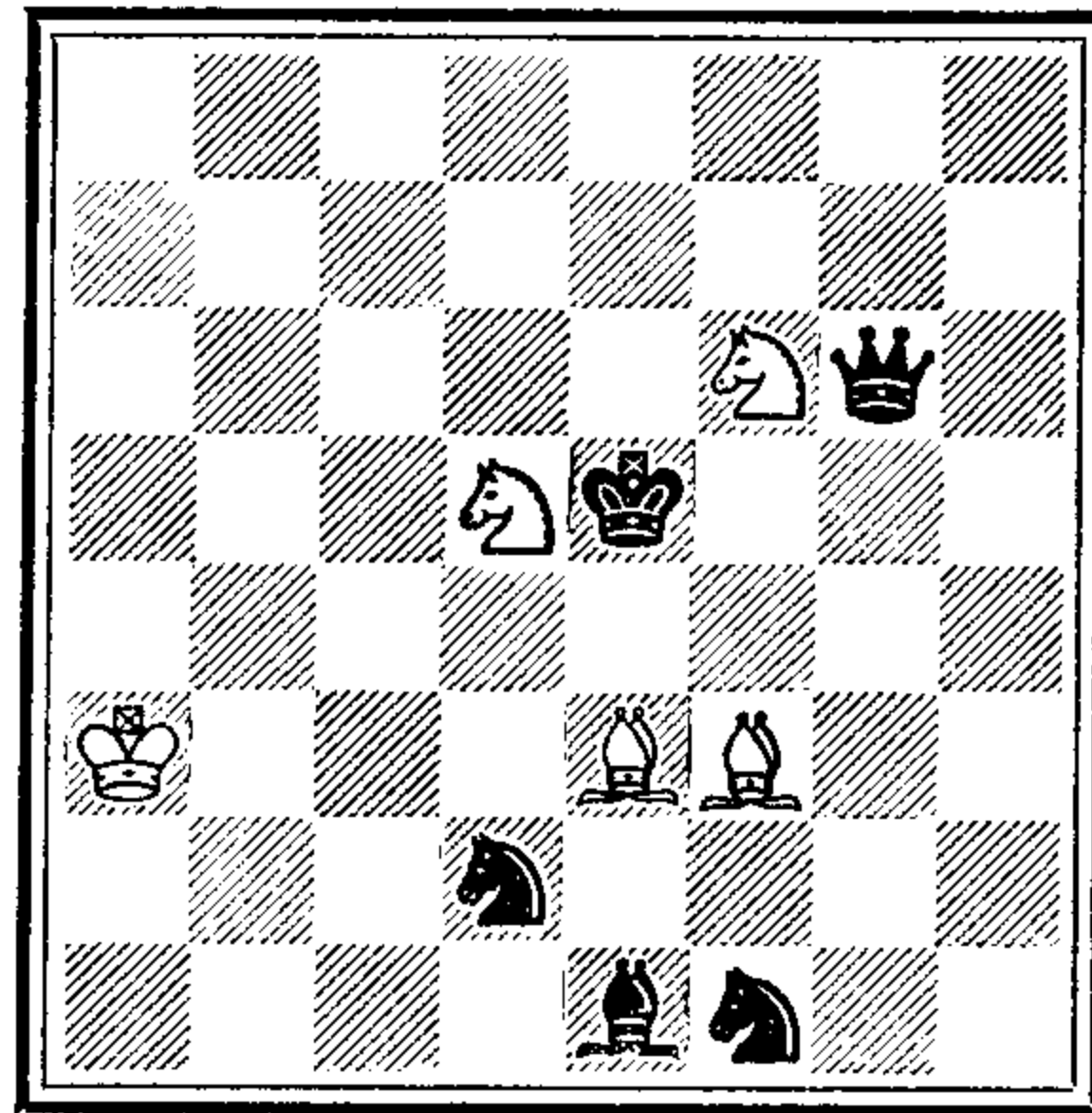
3 P x Ktch
4 K—R1! Q x Qch
5 B—Kt1

White is stalemate, and the only way to permit him freedom is to move the Queen along the diagonal!

5 Q—B3
6 B—K4! Q x B

Stalemate!

K. A. L. KUBBEL
WHITE TO PLAY AND DRAW



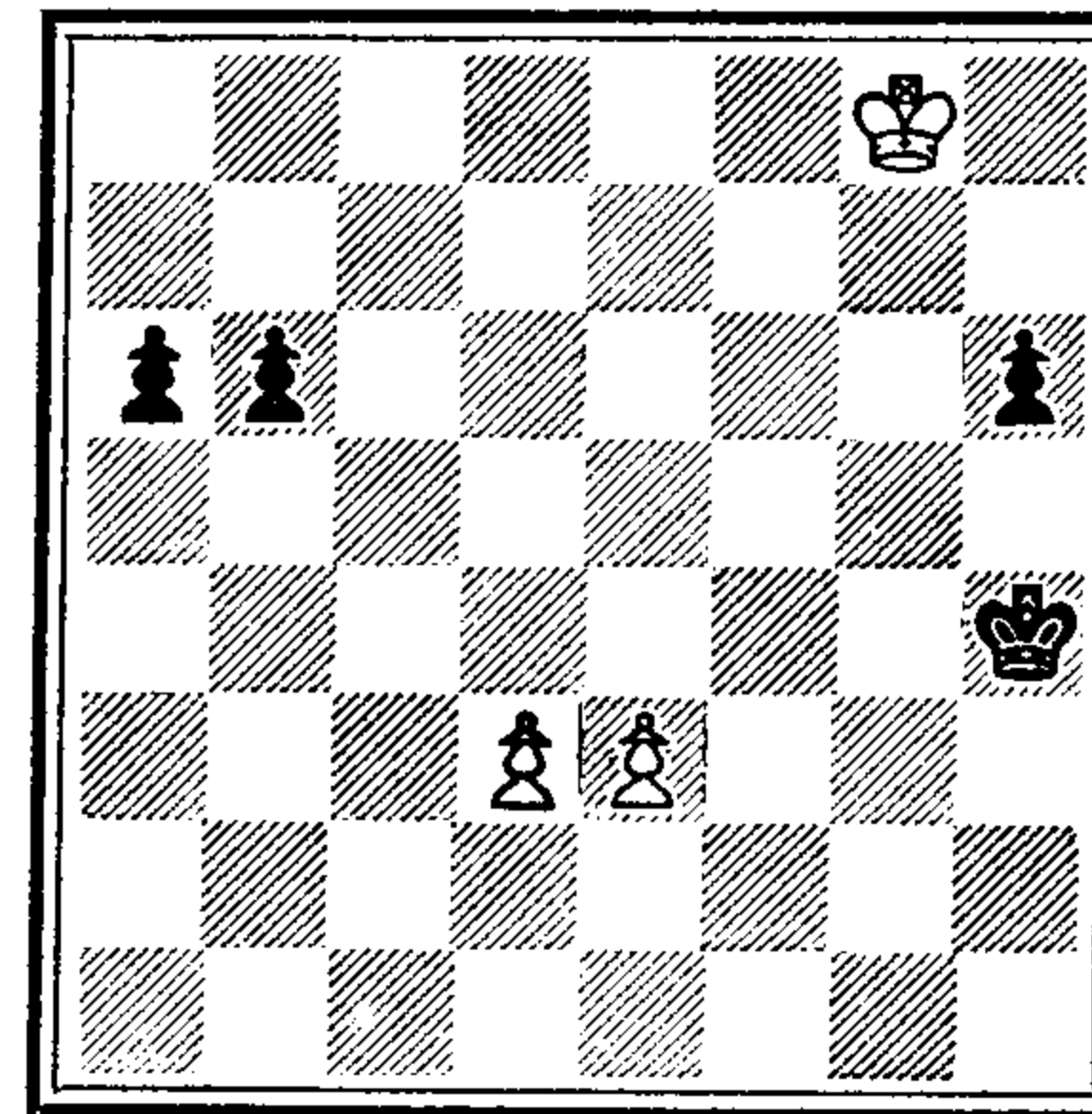
First Prize—
"Magyar Sakkvilag"
1929

A First Prize Winner—and by Kubbel!! Such a combination presages a treat!

The play after winning the Queen is extremely interesting, as White must lose a piece, and be left with a single Knight against three pieces. The forced draw from that point is highly ingenious!

1 Kt—Q7ch	4 B—R5 Q x B
If 1 . . . K—K3, 2 Kt—B8ch,	5 Kt—B6ch K—B2
or if 1 . . . K—B4, 2 Kt—K7ch.	6 Kt x Q K—Kt3
1 K—Q3!	7 B—Kt3!
2 B—B4ch	If 7 . . . K x Kt, 8 B x B draws.
Now if 2 . . . K—B3 Kt—K7ch,	Or, if 7 . . . B x B, 8 Kt x B,
wins the Queen.	Kt x Kt, and White draws as the
2 K x Kt	two Knights cannot force mate.
3 B—Kt4ch	7 Kt x B
Should Black reply 3 . . . Q x B,	8 Kt—B4ch K—B4
4 Kt—B6ch, wins the Queen.	9 Kt—Q3
If, instead 3 . . . K—Q1, 4 B—	The Bishop must be removed!
B7ch, K—K1, 5 B—R5, Q x B,	9 Kt—B5ch
6 Kt—B6ch, and White remains	To give the all-important Bishop
with two pieces on the board,	room!
drawing easily as there are no	10 K—Kt3! Kt—R4ch
Pawns for Black to Queen.	11 K—B2!
3 K—K1	And draws, as the Bishop comes
	off!

N. D. GRIGORIEV
WHITE TO PLAY AND WIN



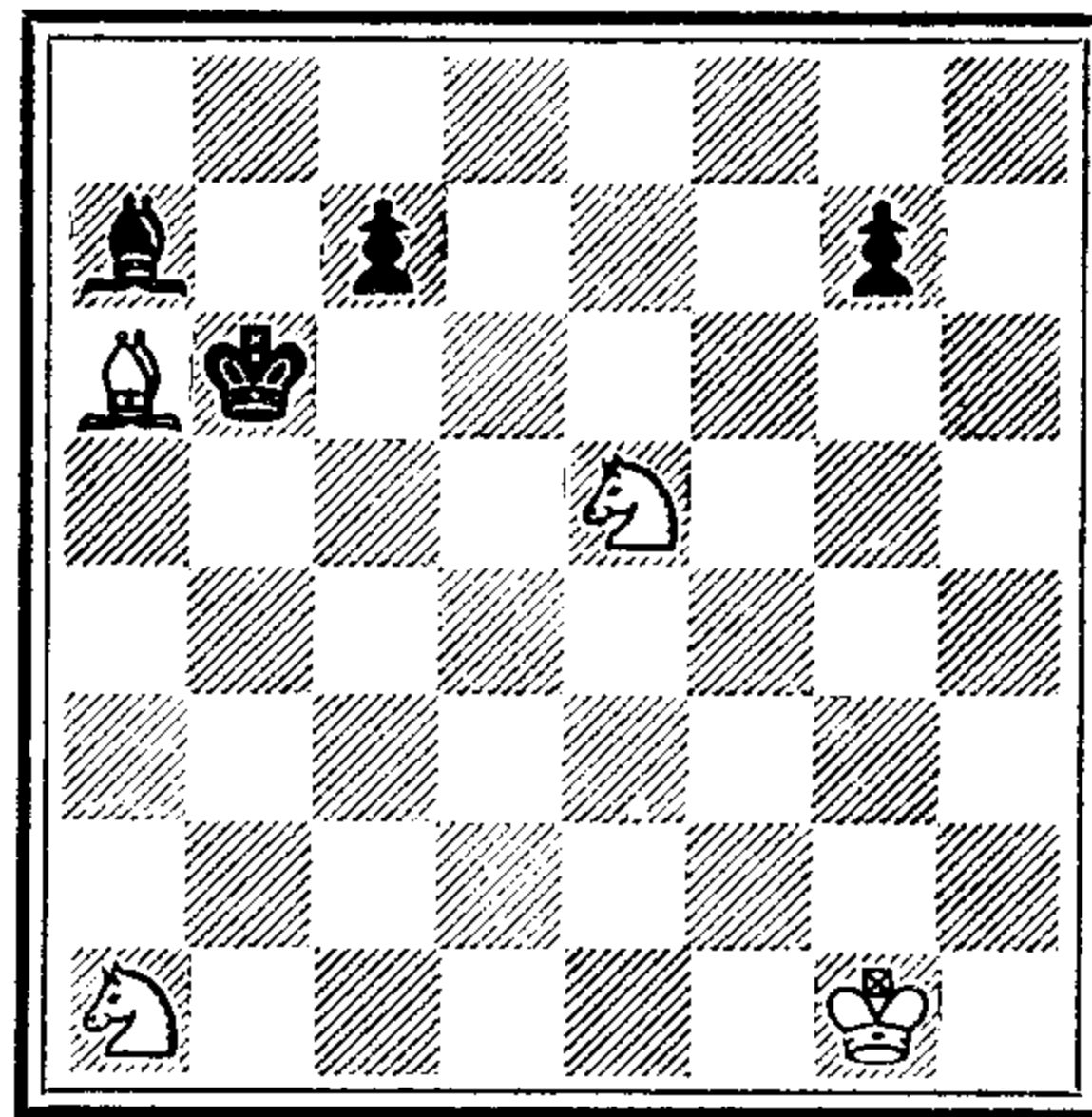
Third Prize—
"Schachmat" 1928

Pawn endings have a charm of their own!

In this beautiful composition, Black can Queen any one of three Pawns, but Grigoriev shows, White wins neatly, no matter which Pawn Black chooses to promote!

1 P—Q4	R8(Q), 9 Q—R8ch, and wins
Black must move his King, as	the Queen.
White threatens to Queen with	If 4 . . . P—Kt4, 5 K—K7,
a check.	P—Kt5, 6 P—Q6, P—Kt6, 7
1 K—Kt4	P—Q7, P—Kt7, 8 P—Q8(Q),
2 K—B7!	P—Kt8(Q), 9 Q—Q6ch, K x P,
3 P—Q5 K—K4	10 Q—Kt6ch, Any, 11 QxQ.
4 P—K4	There's only one candidate left!
If Black plays 4 . . . K—Q3, 5	4 P—KR4
K—B6 follows, and the win is	5 K—K7 P—R5
simple.	6 P—Q6 P—R6
He must therefore Queen one	7 P—Q7 P—R7
of his Pawns!	8 P—Q8(Q) P—R8(Q)
Which one should he select?	9 Q—Q6ch K x P
If 4 . . . P—QR4, 5 K—K7,	10 Q—B6ch K moves
P—R5, 6 P—Q6, P—R6, 7 P—	11 Q x Q
Q7, P—R7, 8 P—Q8(Q), P—	And wins.

E. RATNER
WHITE TO PLAY AND WIN



Lasker's
"Lehrbuch des Schachspiels"
1926

White has three pieces scattered about the board—and must lose one of them!

The two that are left, though, know how to co-operate harmoniously, and force the win in magnificent style!

1 B—K2!!

The attacked Bishop flees, and Black tries to capture one of the separated Knights by discovering check, and then moving B—Q5. He cannot do so by 1 . . . K—R4ch, 2 K—Kt2, B—Q5 as 3 Kt—Kt3ch, would be painful.

1 K—Kt2ch
2 K—Kt2! B—Q5
3 Kt—Kt3 B x Kt
4 Kt—R5ch!

The Black King cannot go to a Black square, as a Knight check would win the Bishop. And if

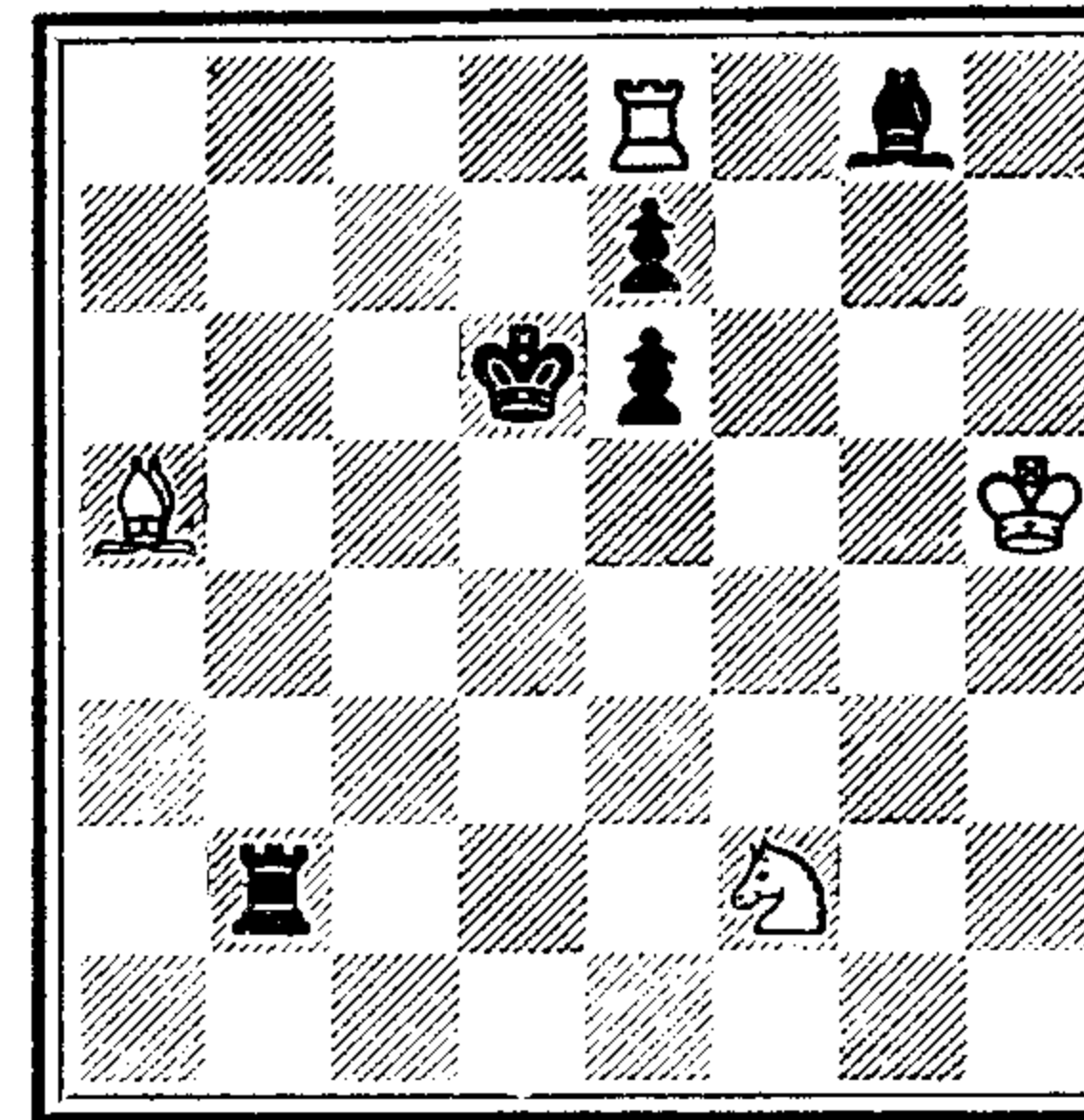
4 . . . K—B1, 5 B—Kt4ch, K—Kt1 (or Q1) 6 Kt—B6ch, wins the Bishop. The only move left is:

4 K—R1
5 Kt—B6 B—B6
6 B—R6

The King is imprisoned!

6 P—Kt4
7 K—B3 B—Q7
8 K—Kt4 B—K6
9 K—B5 B—Q7
10 K—K6 P—Kt5
11 K—Q7 P—Kt6
12 K—B8 P—Kt7
13 B—Kt7 mate.

T. B. GORGIEV
WHITE TO PLAY AND WIN



Special Prize—
"Schachmat" 1929

A piquant position! White is a piece ahead, but Black has three threats, 1 . . . R x Kt, or 1 . . . R—Kt4ch, followed by 2 . . . R x B, or finally 1 . . . B—B2ch, followed by 2 . . . B x R.

How White can go wrong at his fourth move with the seemingly powerful 4 Kt—K5 is an interesting feature.

A very fine end-game!

1 Kt—K4ch

If 1 . . . K—B3, 2 R x B, R—Kt4ch, 3 R—Kt5 wins. Or 1 . . . K—Q4, 2 Kt—B3ch, K—B5, 3 R x B wins.

1 K—K4
2 Kt—Kt5! B—B2ch
3 Kt x Bch K—B3

This is where White can go wrong! Seemingly 4 Kt—K5 wins. For instance: 4 Kt—K5, K x Kt, 5 B—B3ch, wins, or, 4 Kt—K5, R—R7ch, 5 K—Kt4,

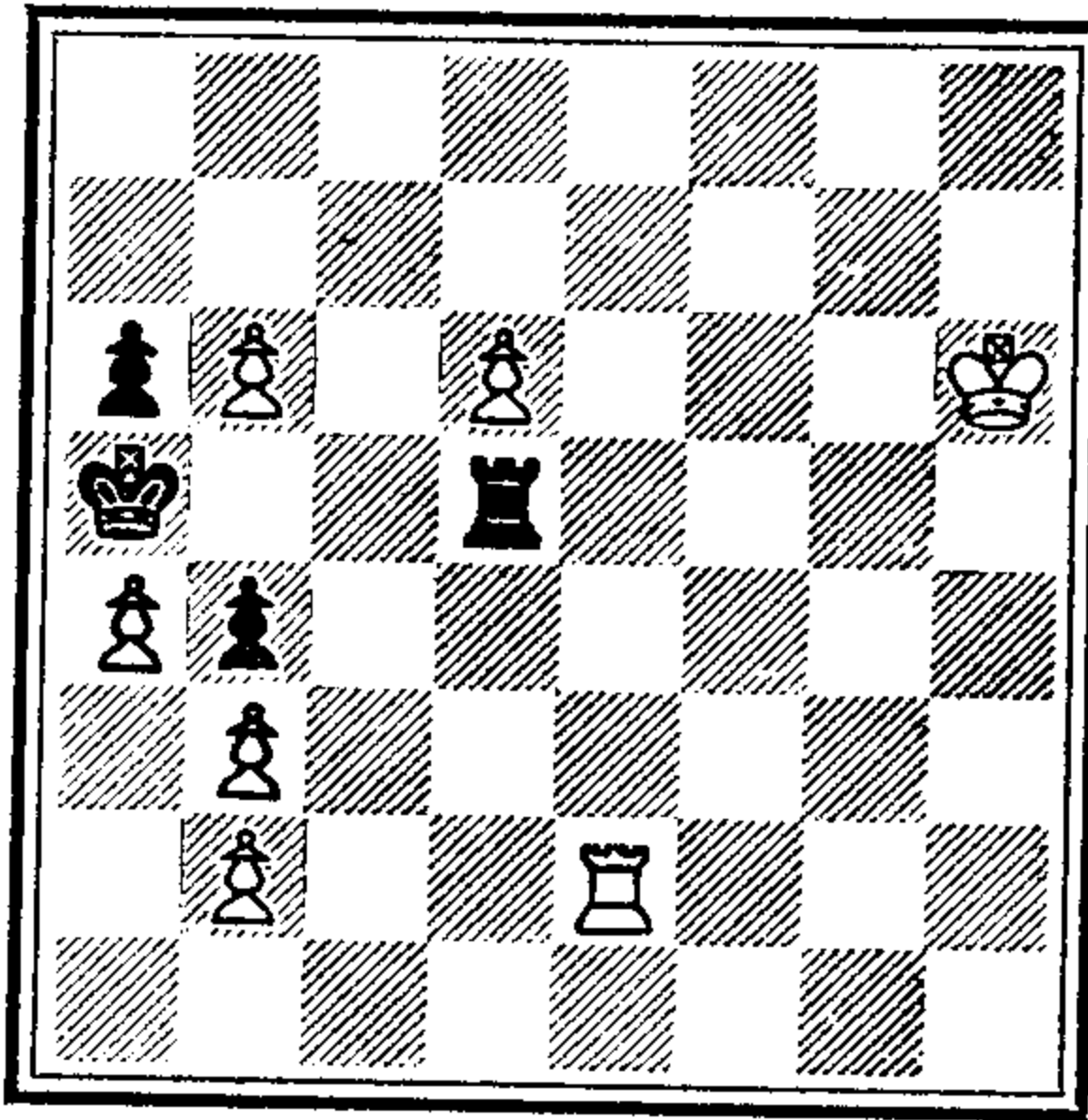
K x Kt, 6 B—B7ch, wins, or, 4 Kt—K5, R—Kt4, 5 B—B3, R x Kt, 6 B x Rch, but after 6 . . . K—B2!! 7 R moves and Black is stalemate!

The winning idea is:

4 Kt—Q8! R—Kt4ch
5 K—R6 R x B
6 R—B8ch K—K4
7 Kt—B6ch K—Q4
8 Kt x R

And wins.

B. A. BRON
WHITE TO PLAY AND WIN



"Schachmatny Listok"
1929

A tricky little position, with more to it than meets the eye!

In only five moves, we have a pin, threatened stalemate, under-promotion, zugswang, domination and Knight fork!

White cannot win by 1 P—Kt7, R x Pch, 2 K—Kt5, R—Q1, 3 R—Q7, R—Kt1, 4 K—B5, R x P, 5 R x R, stalemate.

1 R—K5!
The Pin—The Rook being pinned, cannot capture the Pawn.

1 R x R
2 P—Q7 R—K3ch
3 K—Kt5 R x P!

Threatened Stalemate—If 4 P—Q8(Q) (or B), Black is stalemate; if 4 P—Q8(R) then the position is an easy draw.

4 P—Q8(Kt)!

Under-promotion — the Knight wins where a Queen or Rook would fail!

Domination—the Rook has only two squares to move to where he would not be subject to immediate capture.

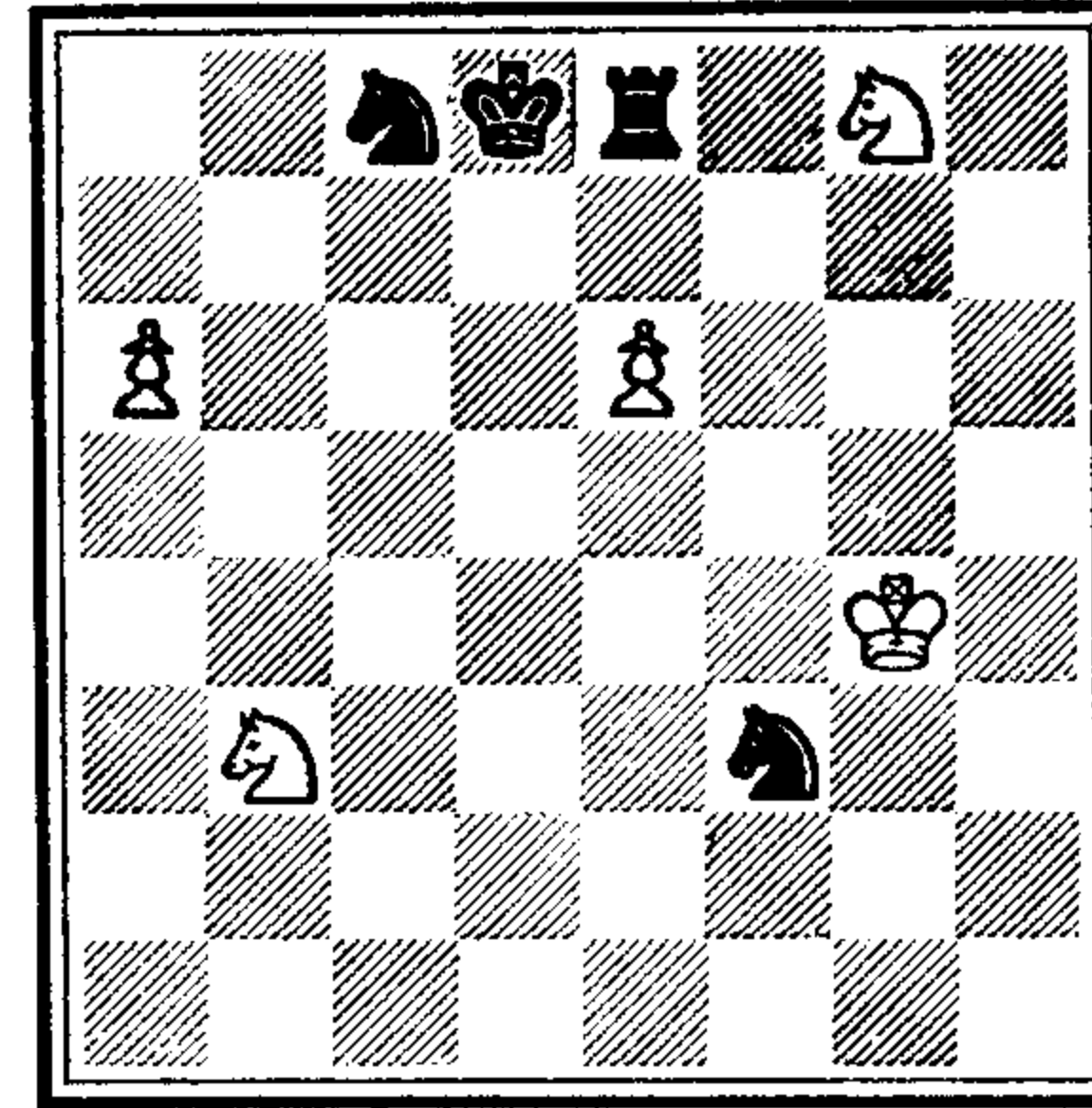
4 R—Q3

Knight fork—

5 Kt—Kt7ch
And wins the Rook, and the game.

Obviously, had Black moved 4 . . . R—Kt1, then 5 Kt—B6ch, would be the winning move.

A. S. GUREWITZ
WHITE TO PLAY AND DRAW



"64" 1936

The White Knight annoys the Rook to death—or the offer of a draw!

Masterly end-game technique!

1 P—K7ch
Black cannot move 1 . . . K—Q2 as 2 Kt—B6ch, wins the Rook. If 1 . . . K—B2, then 2 Kt—B6, R x P, 3 Kt—Q5ch, does likewise.

1 Kt x P
2 Kt x Kt
Black doesn't want to exchange Knights by 2 . . . R x Kt, 3 K x Kt; he therefore starts checking. It wouldn't do to play 2 . . . Kt—K4ch, as after 3 K—B5, R x Kt, 4 P—R7, R x P, 5 K x Kt, the position is drawn.

2 Kt—R7ch!
3 K—Kt3
Of course not 3 K—R3, R—R1ch, followed by 4 . . . K x Kt.
3 Kt—B8ch
4 K—Kt2
Similarly, if 4 K—B2, R—B1ch, and 5 . . . K x Kt and Black wins.

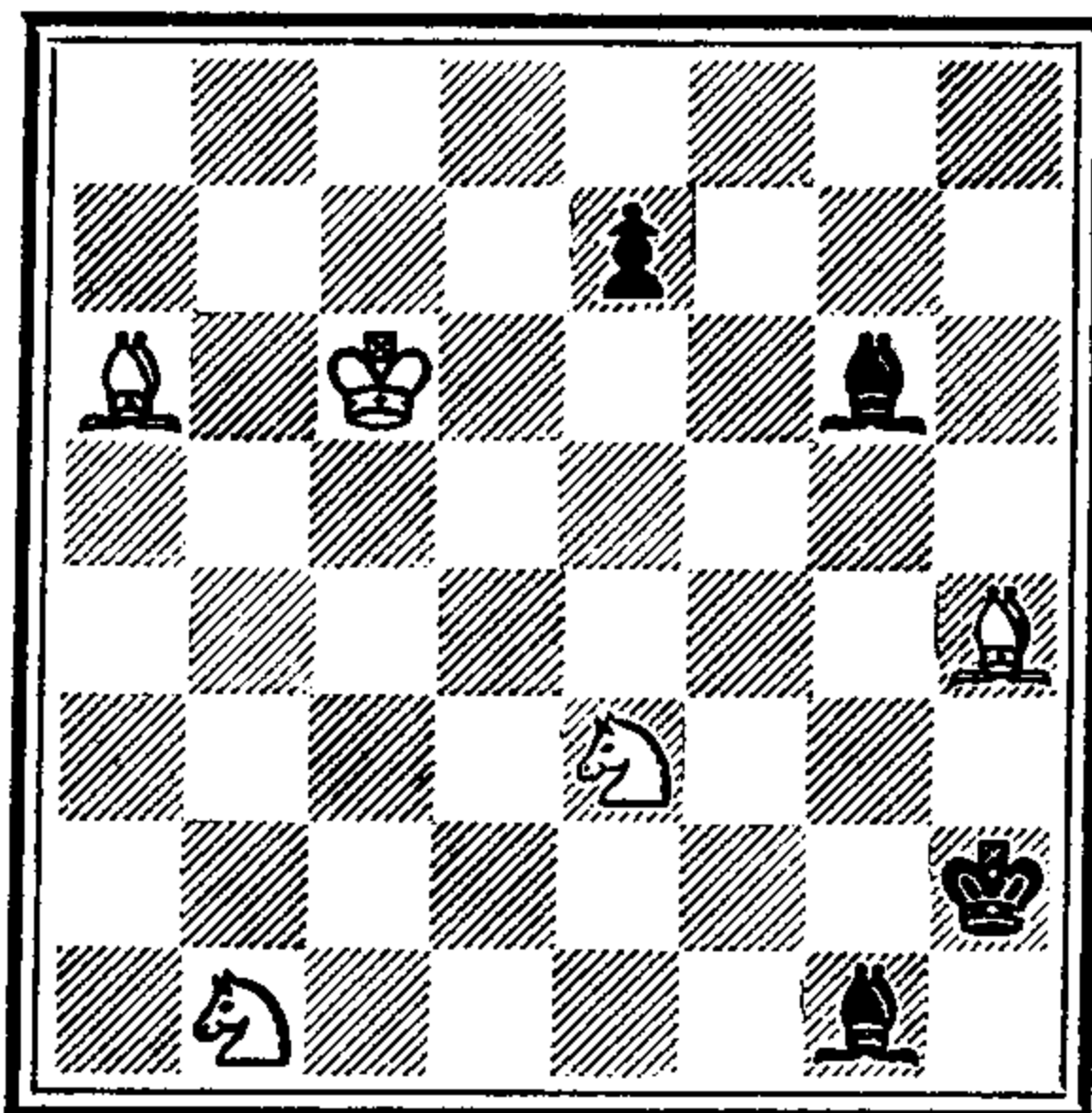
4 Kt—K6ch
5 K—B3 R x Kt
6 P—R7 R x P
White must not grab the Knight, as 6 . . . R—R6 would regain the Knight and finish White.

7 Kt—Q4!!
A brilliant stroke! White threatens 8 K x Kt, as well as 8 Kt—B6ch. Note that Black cannot defend the Knight by 7 . . . R—K2, as 8 Kt—B6ch, wins the Rook.

7 R—R6
8 Kt—Kt5 R—Kt6
9 Kt—Q4 R—B6
10 Kt—Kt5 R—B4
11 Kt—Q4!

And draws! The threat is 12 K x Kt, as well as 12 Kt—K6ch. If 11 . . . R—K4, 12 Kt—B6ch, removes the Rook. If 11 . . . R—B6 then 12 Kt—Kt5 and the chase begins again!

T. B. GORGIEV
WHITE TO PLAY AND WIN



"Isvestia" 1928

A brilliant composition illustrating "domination".

White's five King moves chase the Bishop from safe squares into the open where the Knight is waiting to execute the "coup de grace".

- 1 Kt—B1ch K—R6
- 2 Kt(Kt1)—Q2 K x B
- 3 Kt—B3ch K—R6
- 4 Kt x Bch K—Kt7
- 5 Kt—K2

Black dare not capture the Knight, as 6 Kt—B4ch, regains a Bishop. If Black tries 5 B—K5ch, then the continuation would be 6 K—B5, K x Kt, 7 Kt—Kt3ch, K moves, 8 Kt x B.

- 5 B—K1ch
- 6 K—B7! K x Kt
- 7 K—Q8!

The Bishop's dilemma! If 7 B—B3, 8 Kt—Q4ch. On 7 B—R5, 8 Kt—B3ch, wins the Bishop. Likewise after 7

- B—Kt3 (or R4) 8 Kt—B4ch, does the trick.
- 7 B—B2!
- 9 K x P!

The Bishop has only one square to flee to, to escape the fearful discovered check!

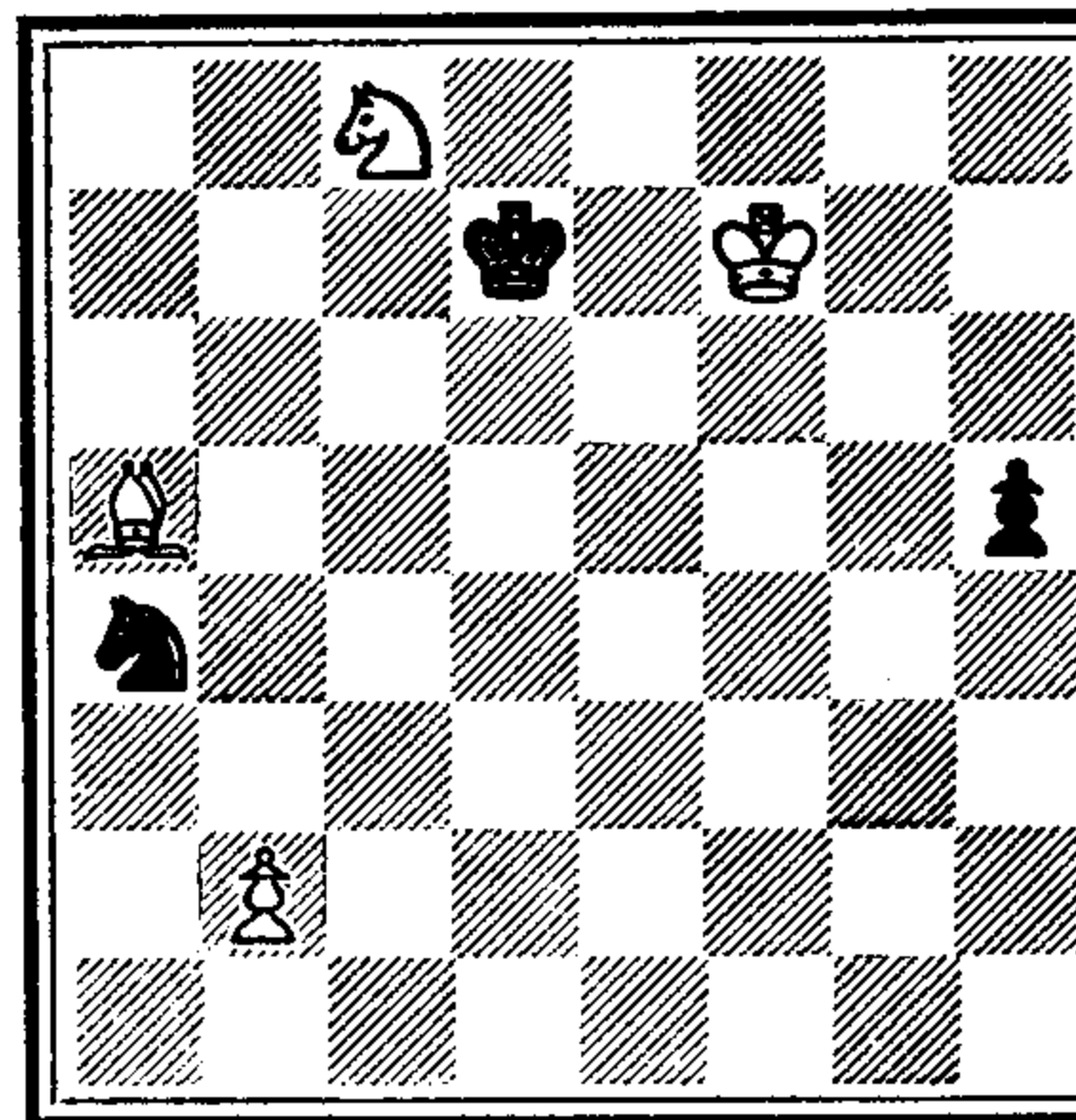
- 8 B—Kt1
- 9 K—B8!

The King pursues relentlessly! Once more the Bishop has only one square!

- 9 B—R2!
- 10 K—Kt7!

And wins, as the Bishop has no move!

G. SACHODAKIN
WHITE TO PLAY AND WIN



"64" 1939

A hopeless looking position for a win! White's Knight and Pawn are attacked, and Black has a passed Pawn!

An exciting chase ensues, in which Black gets a Queen—but White gets the King!

- 1 Kt—Kt6ch!

Black has no time for 1 Kt x Kt, as there would follow 2 B x Kt, P—R5, 3 K—Kt6, P—R6, 4 B—Kt1, K—B3, 5 K—Kt5, K—Kt4, 6 K—Kt4, K—Kt5, 7 K x P, K—Kt6, 8 B—Q4, and White wins.

- 1 K—B3
- 2 Kt x Kt K—Kt4
- 3 B—B3 K x Kt
- 4 K—K6!

Threatening to capture the Pawn

- by 5 K—B5.

- 4 P—R5
- 5 K—Q5!

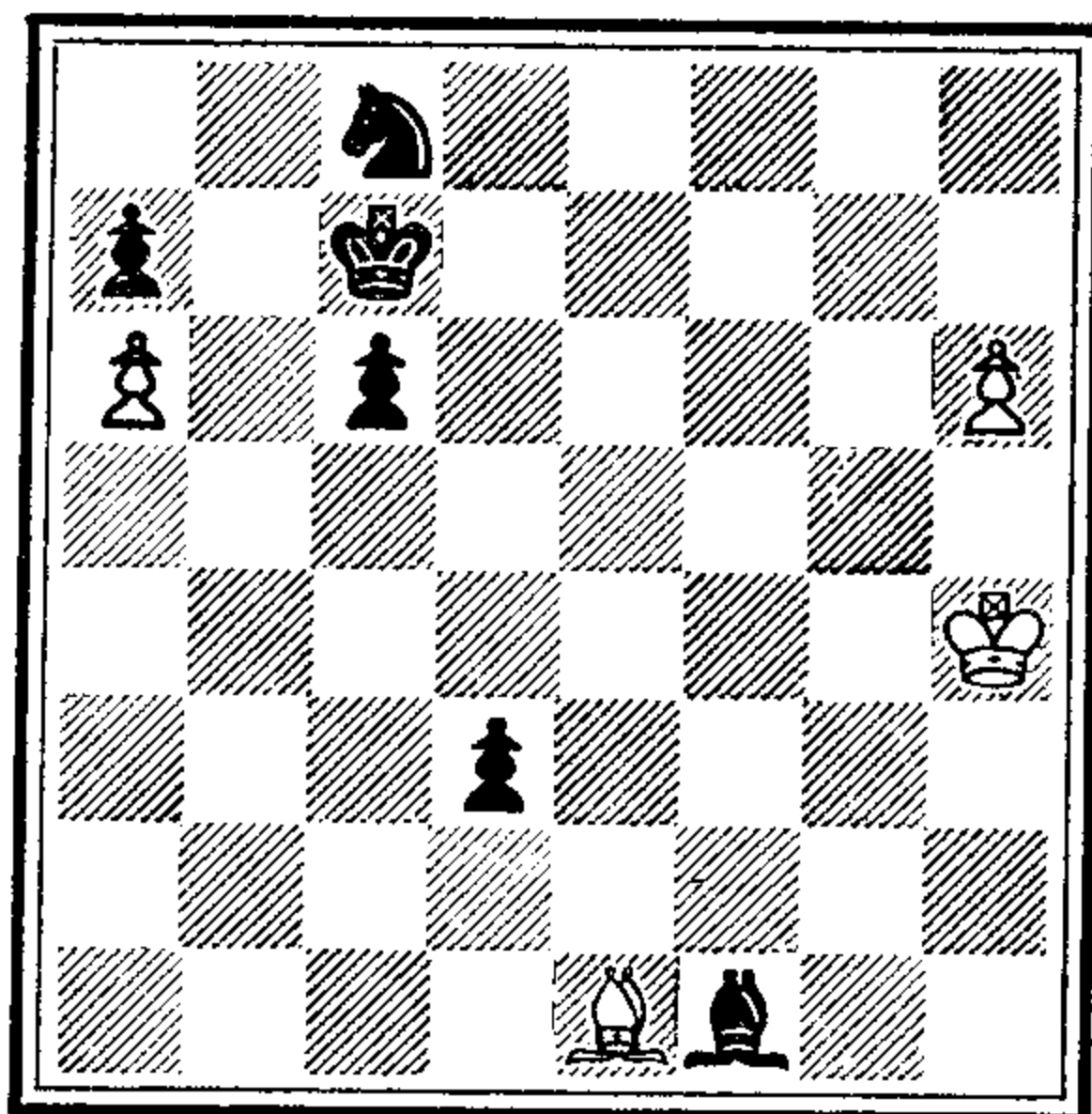
Now, if 5 K—Kt4, or Kt6, 6 K—K4 and the Black Pawn falls.

- 5 P—R6
- 6 K—B4 P—R7
- 7 B—Kt4 P—R8(Q)
- 8 P—Kt3

Mate!

And just in time!

K. A. L. KUBBEL
WHITE TO PLAY AND WIN



"Schachmatny Listok"
1929

One hardly knows which to admire more—the beautiful play of the actual solution, or the well laid pitfall for the hasty solver!

The Wrong Way—

1 P—R7	P—Q7
2 B x P	Kt—K2
3 K—Kt5	Kt—Kt3
4 K x Kt	B—Q6ch
5 K—Kt7	B x P (R7)
6 K x B	K—Kt3
7 Any	K x P

Drawn

The Right Way—

1 B—R5ch!	K—Q3
2 P—R7	Kt—K2

3 K—Kt5	Kt—Kt3
4 K x Kt	P—Q7

Now, if 5 B x P, B—Q6ch, followed by 6 . . . B x P draws.

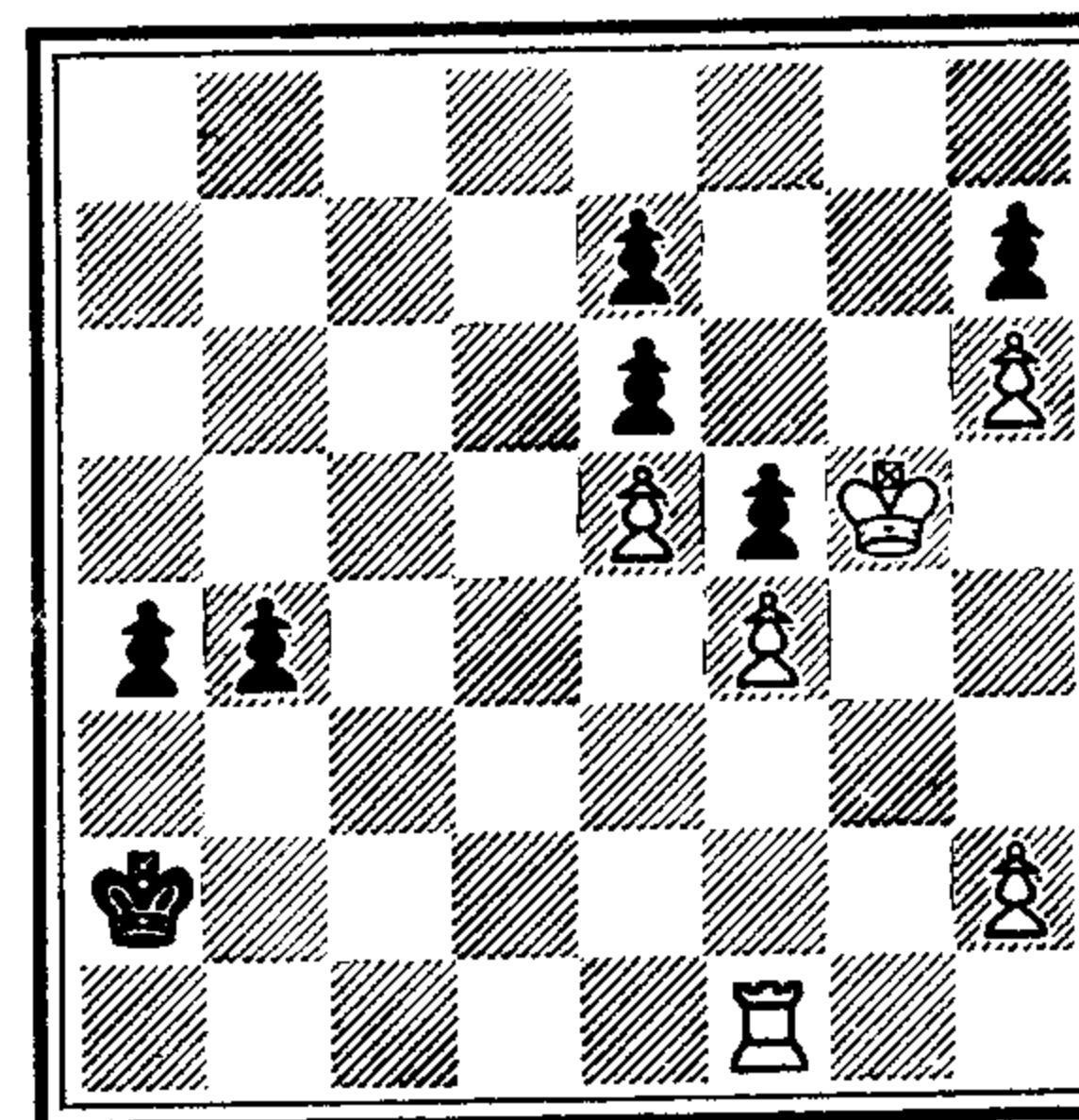
5 P—R8 (Q)
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If Black replies 5 . . . P—Q8(Q) then 6 Q—Q8ch, removes the Black Queen.

5	B—Q6ch
6 K—B7	P—Q8 (Q)
7 Q—Q4	

Mate!

T. C. L. KOK
WHITE TO PLAY AND DRAW



"Residentiebode"
1933

White finds that he cannot stalemate himself by the "burial alive" method, so he resorts to a pendulum device!

If White should attempt to stalemate himself, he would be just one move too late! For instance, if 1 R—B3, P—Kt6, 2 R—R3, P—Kt7, 3 R—R5, P—Kt8 (Q), 4 P—R4, Q—Kt8 mate.

1 R—B2ch!
-----------	---------

The idea is: If 1 . . . K—R6 or Kt6, 2 R—B3ch, and White gains the necessary move for the above stalemate!

1	K—R8
2 R—B3	P—Kt6
3 R—R3	P—Kt7
4 R—R3ch	K—Kt8
5 R x P	K—B7

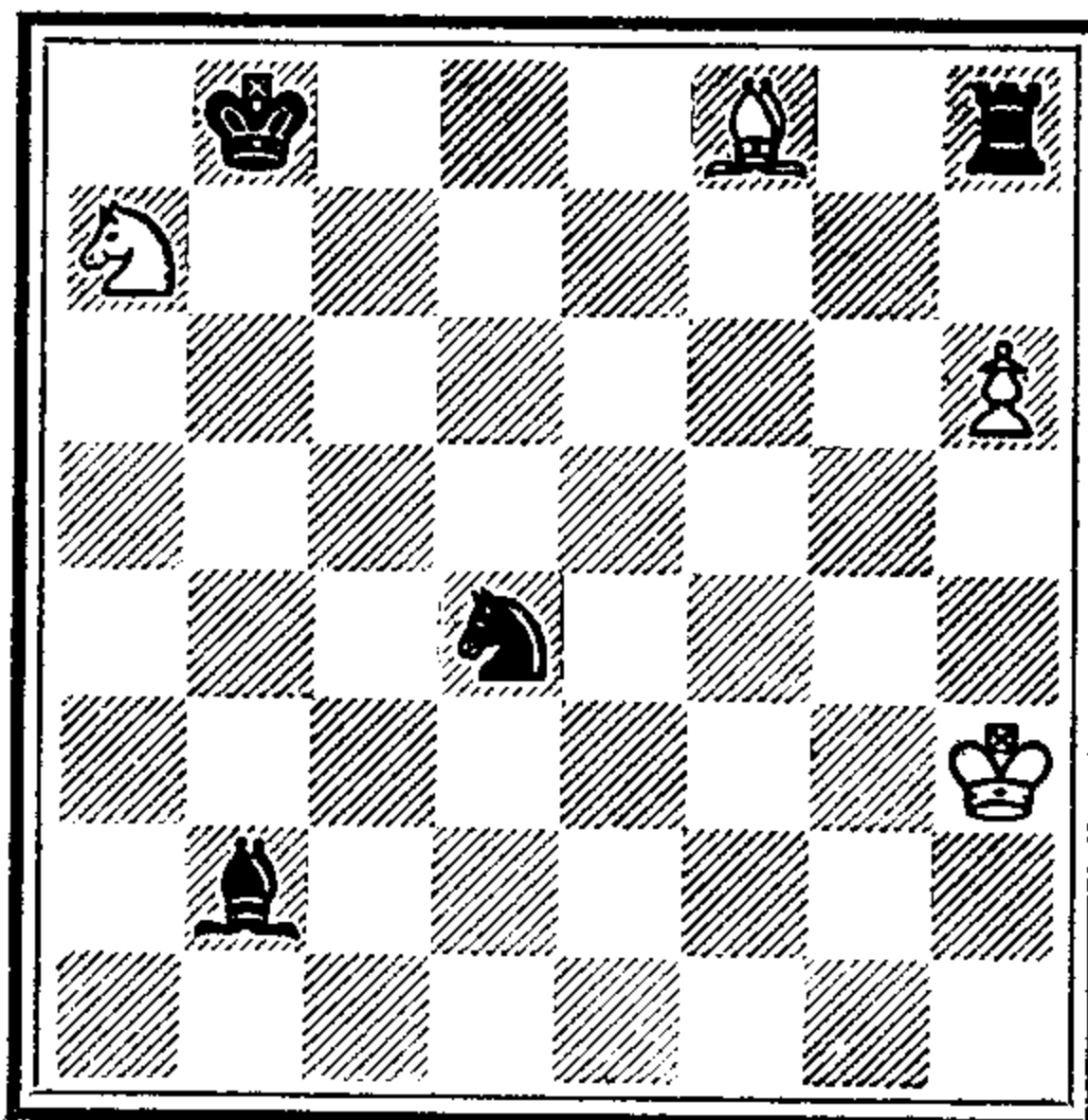
6 R—B4ch	K—Kt6
7 R—B8	P—Kt8 (Q)
8 R—Kt8ch	K—B7
9 R x Q	K x R
10 P—R4!	K—B7
11 K—R5	K—Q6
12 K—Kt5	K—K5
13 K—R5!

So that if 13 . . . K x P, stalemate.

13	K—B6
14 K—Kt5	K—Kt6
15 K—R5!	

Drawn! White's King simply oscillates from Rook five to Knight five and back again!

J. VILLANEUVE-ESCLAPON
WHITE TO PLAY AND DRAW



First Prize—
"Schweizerische
Schachzeitung" 1923

The King shows himself to be a powerful attacking piece in this imaginative and subtle composition!

1 B—Kt7
If 1 R—Kt1, 2 B x Kt,
B x B, 3 Kt—B6ch, followed by
4 Kt x B.

1 R—R2
Now, if White tries 2 B x Kt,
then 2 R x Pch, 3 K—Kt4,
B x B, and White cannot check
at Bishop six.

2 K—Kt4 K x Kt
3 K—R5!
The Rook is in danger!

3 Kt—B4!
Stops 4 K—Kt6, as 4 R x
Bch, 5 P x R, Kt x P wins for
Black.

4 B x B R x Pch
5 K—Kt5

Black cannot attack the Bishop
by 5 R—Kt3, as 6 B—K5,
Kt moves, 7 B—Q4 pins the
Rook and draws.

5 R—R7!

6 B—K5! R—KB7
7 B—B4!

The Knight is attacked—and if
the Knight moves anywhere ex-
cept Q5, 8 B—K3ch, wins the
Rook.

7 Kt—Q5
8 B—K3 R—B4ch

Black struggles hard to extricate
his pieces!

9 K—Kt4 R—Q4
10 K—B4 K—Kt3!

Against any other move, 11 K—
K4 wins a piece.

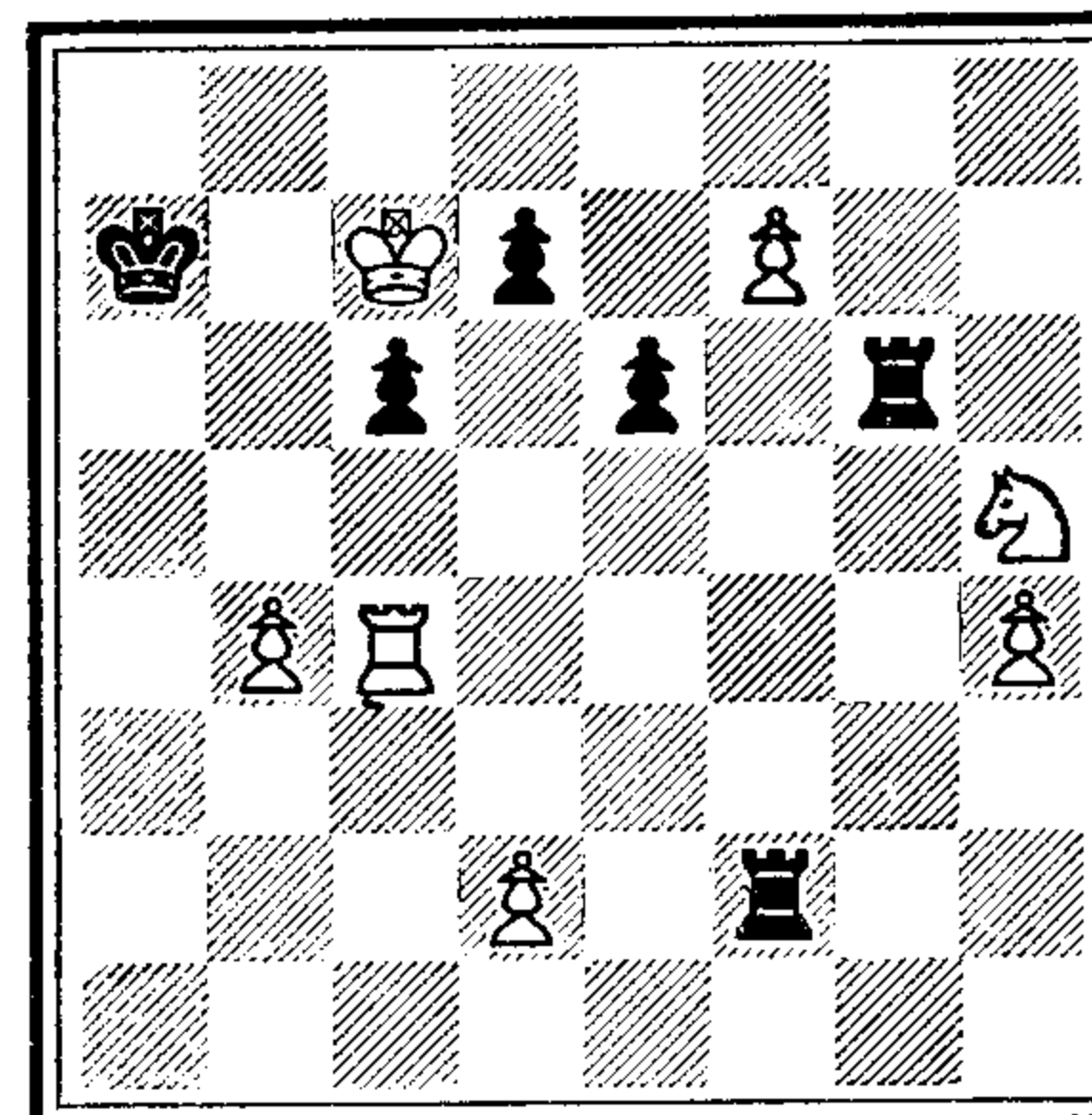
11 K—K4 K—B4
Black threatens to play 12

K—B5 and thus free himself
from the exasperating pin.

12 K—Q3! R—Q1
13 B—B2 R—Q2

14 B—K3
Drawn! Black cannot unpin him-
self without losing a piece!

T. C. L. KOK
WHITE TO PLAY AND WIN



"Tijdschrift"
1936

A remarkably brilliant composition, showing Plachutta interference in two different variations, combined with a blocking idea!!

White's immediate threat is 1
R—B1 followed by 2 R—R1
mate. He cannot execute the
threat at once, however because
Black can escape with 1
K—R3 followed by 2 K—
Kt4. Therefore it is necessary
to block Black's QKt4 square.

1 P—Kt5!
Threat is 2 R—R4 mate.

1 P x P
2 R—B1

Now White threatens 3 R—R1
mate. If Black defends by 2
R—Kt5 then White continues
3 Kt—B4! R(Kt5) x Kt (if 3
R(B7) x Kt, 4 R—R1ch, R—R5,
5 R x Rch, R x R, 6 P—B8(Q)
wins) 4 P—B8(Q), R—B5ch,
(or 4 R x Q, 5 R—R1 mate)
5 R x R, R x Q, 6 R—B1, R—
B5, 7 P—R5!, R—KR5, 8 R—
R1ch, R—R5, 9 R x R, P x R, 10
P—R6 and White wins.

2 P—K4
3 Kt—B6!

If 3 R(B7) x Kt, 4 R—
R1ch, R—R3, 5 R x Rch, K x R,
6 P—B8(Q) wins easily.

3 R(Kt3) x Kt
4 P—B8(Q)

Black dare not capture the
Queen, as mate by 5 R—R1
would follow.

4 R—B3ch
5 R x R R x Q

6 R—B1 R—B3
7 R—R1ch R—R3

8 R x Rch K x R
9 P—R5 P—Kt5

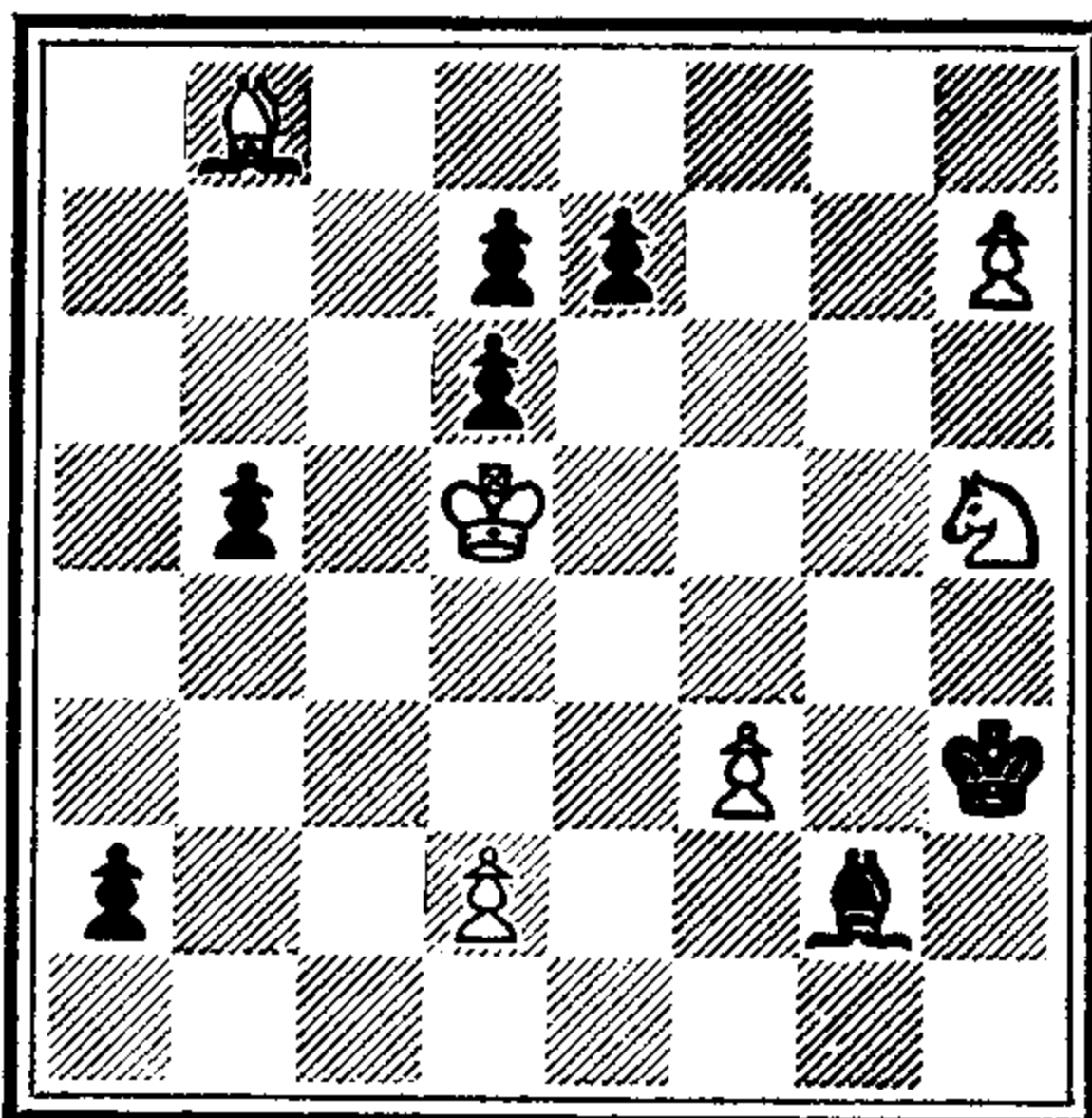
10 P—R6 P—Kt6
11 P—R7 P—Kt7

12 P—R8(Q) P—Kt8(Q)
13 Q—R8ch K—Kt4

14 Q—Kt8ch K—B5
15 Q x Q

And wins.

E. N. SOMOV-NASIMOVITSCH
WHITE TO PLAY AND DRAW



"64" 1935

So bewilderingly beautiful is this masterpiece, that even though it has a slight flaw, it must be ranked as one of the finest of end-game compositions!

The natural move 1 P—R8(Q) would lose by 1 . . . B x Pch, 2 K—Q4, P—R8(Q)ch, and the White Queen is lost!

1 Kt—B4ch!

The Black King cannot go to Rook five or Rook seven, as White would Queen with check.

1 K—Kt6
2 Kt—K2ch K x P

White still dare not Queen, as after 3 P—R8(Q), K x Kt-(dis)ch, 4 K—Q4, P—R8-(Q)ch, wins the Queen.

3 Kt—B3! P—R8(Q)
4 P—R8(Q) Q x Kt!!

A startling sacrifice! If White

replies 5 P x Q, K—K6 is mate! Or, if 5 Q—R3ch, K—B5-(dis)ch, 6 Q x B, Q—Q6 mate.

5 Q x Qch K—K7(dis)ch

To which White must not answer 6 K—Q4, as 6 . . . P—K4 would mate him!

6 Q—B3ch! B x Qch
7 K—Q4 K x P

Threatens 8 . . . P—K4 mate.

8 B x P! P x B
Stalemate!

The flaw in the diamond: Black at his seventh move can play 7 . . . P—Q4, then after 8 K—B3, P—Kt5ch, he eventually gains White's Pawn in exchange for his Knight Pawn, and wins.

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